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### THESIS

Modeling and Simulation of a Fiber Distributed Data Interface  
Local Area Network (FDDI LAN) Using OPNET® for  
Interfacing Through the Common Data Link (CDL)

by

Ernest E. Nix, Jr.

June 1994

Thesis Advisor:

Shridhar Shukla

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by

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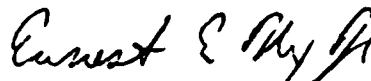
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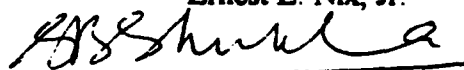
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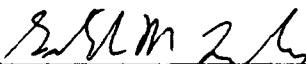


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## **ABSTRACT**

The Optimized Network Engineering Tool (OPNET®) is a commercially available communications network simulation package. This thesis involves the modification of OPNET®'s Fiber Distributed Data Interface Local Area Network (FDDI LAN) model in order to enhance its usefulness as an aid in the development of recommendations for the characteristics and metrics to be eventually included in the Defense Service Project Office's (DSPO) Common Data Link (CDL) project. This work includes a step-by-step guide for FDDI simulation in OPNET®, and a discussion of the changes made to the original model to enhance its performance and data display characteristics. Simple tests are provided to verify the completed model's performance and usefulness as a working tool for further development.

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# **I. INTRODUCTION**

## **A. PROBLEM STATEMENT**

The simulation model described in this thesis was developed in support of the Defense Support Project Office's (DSPO) Common Data Link (CDL) project. The Common Data Link is a full duplex, jam resistant, point-to-point microwave communication system for use in imaging and signals intelligence collection systems (DSPO, 1993, p. 1). Essentially, CDL is to provide a protocol for communication between two or more Fiber Distributed Data Interface Local Area Networks (FDDI LAN). These include an airborne LAN providing sensor information with high data transfer rates, and a ground based LAN providing command and control information.

This work is concerned primarily with the modification and testing of a commercially available communications network simulation program, MIL 3, Inc.'s Optimized Network Engineering Tool (OPNET®). This thesis represents the first portion of three relatively independent research tasks being performed as MS theses to provide evaluations of several Network Interfaces (NI) to the CDL and a multilink point-to-point protocol, in support of the CDL project.

## **B. SCOPE**

The scope of this thesis includes the following:

- Introduce the CDL concept as the context in which the FDDI simulation model is to be modified and tested.
- Provide a tutorial style introduction to the OPNET<sup>®</sup> FDDI model, designed to expand upon the tutorial provided by the manufacturer. This is directed to those who will conduct further studies in the CDL project, and also to students whose class laboratory work will include simulations in OPNET<sup>®</sup>.
- Discuss in detail the modifications made to the given model. Provide analysis of the model's actual simulation performance as a validation of the model's usefulness to the CDL work at NPS through comparisons against trials published in the research literature using other simulation tools.

## **C. BENEFITS**

The primary contribution of this thesis is the development of a functioning simulation model that will support the features typically required in a CDL deployment scenario. Typical data communication requirements include the following:

- a wide range of data rates,
- a wide range of error rates and types of error correction required,
- real-time requirements such as user-specified delivery delays and its variation (jitter),

- connection requirements (whether connection-oriented or connectionless, multicasting, broadcasting, etc.),
- retransmission requirements,
- coupling and synchronization with other data sources, and
- adjustable prioritization relative to other sources.

The second benefit is to document in detail the MIL 3, Inc.'s FDDI LAN simulation model in its operation and in its modification. The third benefit lies in the use of the developed model as an instructional tool for classroom laboratory exercises supporting the study of FDDI LAN operation.

## **D. ORGANIZATION**

This thesis is organized as follows. Chapter II provides a tutorial on the use of the FDDI LAN model provided with OPNET®. Chapter III addresses the details of the modifications made to the given model to simulate multicasting and priority-based traffic. Where applicable, clarifications regarding the OPNET® manuals are highlighted. Chapter IV presents the results of simulation tests intended to verify the validity of the modified model. The thesis ends with conclusions and recommendations for future work in Chapter V.

## II. MODELING AN FDDI LAN IN OPNET®

### A. OVERVIEW

This chapter is intended to provide a tutorial on the use of OPNET® to model an FDDI LAN by providing a brief set of steps to build and execute a simulation. The current version as of this writing is Release 2.4.A, dated 02/27/93, which is the third revision. Release 2.4.A, Errata 1, dated 08/01/93 is a manual update. Some prerequisite knowledge is required of the user, including "C" programming language syntax, ability to use a UNIX workstation, and an understanding of the FDDI protocol. MIL 3, Inc. provides thorough documentation in the form of an eleven volume set of manuals, the first of which is Vol. 1.0, entitled: *Tutorial Manual*. It includes a general introduction to OPNET®, a trouble-shooting guide, and five chapters presenting different communications network models. While none of these discusses FDDI in particular, all are designed to familiarize the novice user with the mechanics of the user interface, and should be studied prior to working with OPNET®. Volumes 4.0 and 4.1, the *Tool Operations Manual*, describes the editors of the user interface, and should likewise be studied. The chapter entitled "FDDI" in Vol. 8.1.0, *Example Models Manual, Protocol Models*, discusses the FDDI simulation in detail, and provides the essential information to build, develop and execute a simulation. Most of the information presented here is available in the manuals, but a number of idiosyncrasies exist which are not readily documented. These required trial and error experimentation to discover, and in many cases required explanation

from MIL 3, Inc.'s excellent technical support organization. The new user is advised to heed every sentence regarding mechanical details; much of the advice given is hard-earned.

This thesis will not present an explanation of the FDDI protocol in detail, except as necessary to emphasize or clarify the operation of the model. Many discussions exist in the research literature and textbooks, for example, Stallings, (1991, 1993). Those interested in the physical characteristics of optical fiber systems are referred to Powers, (1993). A useful introduction to modeling FDDI in OPNET® is *Modeling and Simulation of a Fiber Distributed Data Interface Local Area Network*, a Naval Postgraduate School MSEE thesis by Aldo Schenone, which summarizes OPNET®'s FDDI model, includes a detailed description of the FDDI protocol, presents the results of several simulations, and ends with a challenge to other researchers to further develop the model. (Schenone, 1993)

The remainder of this chapter will briefly introduce the structure of OPNET®'s FDDI LAN model and its components, introduce some preliminary modifications, then lead the reader through a simple simulation.

## **B. PRELIMINARY THEORY**

### **1. Theoretical vs OPNET® Model of FDDI**

The setting of parameters in OPNET® simulations is based on the following equation and discussion, which is found in most literature treating FDDI LANs, including

Powers (1993, p. 340), Stallings (1993, p. 225), Tari, et al (1988, p.55), and Jain, (1991, p.20), to name a few:

$$D\_Max + F\_Max + TokenTime + \sum SA_i \leq TTRT \quad (1).$$

where:

$SA_i$  = synchronous allocation for station  $i$ ,

$D\_Max$  = propagation time for one complete circuit of the ring,

$F\_Max$  = time required to transmit a maximum-length frame (4500 octets), and

$TokenTime$  = time required to transmit a token.

In an actual LAN, a station management protocol handles the assignments of  $SA_i$ , which may be changed in real time. OPNET® simulations represent steady-state performance, and do not contemplate changing network conditions.

All stations negotiate a common value of TTRT. Also, these timers and variables are maintained at each station

- Token Rotation Timer (TRT)
- Token Holding Timer (THT)
- Late counter (LC)

Each station is initialized to the same TRT, which is set to TTRT. Note that LC, TRT and THT are not global; each station maintains its own copies, which will differ from those of other stations. If a given station receives the token before its TRT has expired, then that TRT is reset to TTRT. On the other hand, should the token arrive after the expiration

of TRT, then its lateness is recorded by setting LC to "1" (at that station). Two consecutive late tokens will increment LC to "2", in which case the token is considered to be lost, and a re-initialization process will commence. OPNET® has no provision for re-initialization. On the other hand, as a computerized simulation, it never permits LC=2 to occur.

When the token arrives early, (before TRT expires), THT is set to the current value of TRT. The transmission rules are as follows:

1. A station may transmit synchronous traffic for a time  $SA_i$ , as specified for that station.
2. THT is enabled after synchronous traffic is sent, or if there was no synchronous traffic to send. The station may transmit asynchronous traffic while  $THT > 0$ .

In the TX\_DATA state of the MAC process model, THT is incremented from zero to THT. This is an important point in regard to the prioritization scheme by which a value  $T\_Pri[i]$  is assigned to each priority setting, and the eligibility of a given priority to transmit depends on  $T\_Pri[i]$  in comparison to THT. That is, for THT decrementing, priority  $i$  traffic may be transmitted as long as  $T\_Pri[i]$  is less than THT. This implies lower  $T\_Pri[i]$  is assigned to higher priority. In OPNET®, THT increments up from zero. Priority  $i$  traffic may be transmitted as long as  $T\_Pri[i]$  is greater than THT, implying that higher  $T\_Pri[i]$  is assigned to higher priority. This subtle point is important to know when setting values to  $T\_Pri[i]$  in the INIT state of the MAC process model.

There is an important distinction in the timing of transmission eligibility for synchronous and asynchronous traffic:



- The time spent sending synchronous traffic may not exceed  $SA_i$  for station  $i$ . That is, the protocol will not allow a synchronous packet transmission to commence if it can not be completed without exceeding  $SA_i$ . OPNET® supports this criterion.
- Asynchronous transmissions may commence as long as THT has not expired. Any packet transmission in progress when THT expires is allowed to complete, but no more will commence.

The protocol allows the actual token rotation time to have a maximum value (2)TTRT, with an average value of TTRT over time.

## 2. FDDI LAN Equation Parameters

Each of the terms in Equation 1 given above is addressed in this section, with reference to its representation in OPNET®'s Environment file attributes.

### a. "F\_Max"

The time required to transmit a maximum length packet is based on the assumption that any station is capable of transmitting at the rate of 100Mbps. Since the maximum packet length is 36,000 bits (4500 octets or bytes), the algebra yields 0.360 ms for  $F\_Max$ . Powers agrees (1993, p. 340), but Tari et. al. use 0.361 ms (1988, p. 55). In OPNET®, the `fddi_mac` process model defines the transmission rate as 100 Mbps, in the Header Block.  $F\_Max$  is not directly assigned as an attribute, but simply exists as a physical characteristic which must be considered in determining TTRT and  $SA_i$  assignments.

**b. "D\_Max"**

The Maximum Ring Latency is the time required for a frame to travel around the ring. The maximum value is often assumed in textbook discussions, but it should be calculated for individual cases. The total delay may be defined as follows:

$$D\_Max = (\text{total fiber length} \times \text{delay rate}) + (\text{number of stations} \times \text{station latency})$$

Powers uses 1.73 ms, Tari et.al. uses 1.62 ms, and Dykeman and Bux use 1.62 ms. D\_Max includes the time required for a frame (which is basically a number of light flashes) to travel the length of the fiber on the ring, plus the time required to cross each station interface.  $5.085 \times 10^{-06}$  sec./km. is the value used in the literature for the delay rate of a signal in optical fiber. The reciprocal results in 1.9665e+08 m/s, which agrees with the generally accepted value of  $\frac{2}{3} c$  for the speed of light in glass. OPNET® and Dykeman & Bux use a station delay of 60.0e-08 sec. Powers assumes 1  $\mu$ s as a representative value. Ultimately the value is a physical characteristic that could be measured on a real device, and may be declared in a computer simulation. The value 1.617 ms derives from using the maximum possible dimensions: 500 dual attachment stations or 1000 single attachment stations on a 200 km ring yield the following:

$$(1000 \cdot 60.0 \times 10^{-08}) + (200 \cdot 5.085 \times 10^{-06}) = 1.617 \text{ ms.}$$

The environment file attribute prop\_delay represents the actual time the packet is on the fiber between two stations, rather than the delay rate, and therefore defines the size of the ring. OPNET® has no safety feature to prevent the user from entering

attributes that would define a ring larger than 200 km. Note that the stations are assumed to be equally spaced. The user should realize that the value of 5.085e-06 given with the original example environment file implies a one kilometer length of fiber, rather than a delay rate. Powers (1993, p. 328) notes that the early proposal for FDDI limits fiber length between stations to 2 kilometers. In OPNET®, the attributes `prop_delay` and `station_latency` are used in the "C" code to postpone the reception of a packet until sufficient time has passed to allow for physical delays.

c. "SA<sub>i</sub>"

Synchronous allotment, or synchronous bandwidth, is the time a station is granted to transmit synchronous traffic, regardless of the lateness of the token. It is a form of prioritization, providing a means by which certain types of traffic are not delayed. For example, voice traffic would be synchronous. Textbook discussions represent SA<sub>i</sub> in units of time for each station.

Asynchronous traffic is transmitted whenever there is THT remaining after the transmission of all synchronous traffic. It is the responsibility of the Station Management Protocol (in OPNET®, the user) to ensure that the synchronous bandwidth is sufficient to handle the synchronous offered load. One nuance involves the inviolate nature of SA<sub>i</sub> for each station. A given station's synchronous offered load may amount to relatively little in terms of bits per second, while the packet size is assigned a value too large to be transmitted in the time SA<sub>i</sub>. In this case, synchronous traffic would never be transmitted, and outbound packets would simply accumulate in the buffers of the MAC. The Environment file attribute

"sync bandwidth" corresponds to  $SA_i$ , but is expressed as a unitless fraction of TTRT, rather than as a time.

#### **d "TTRT"**

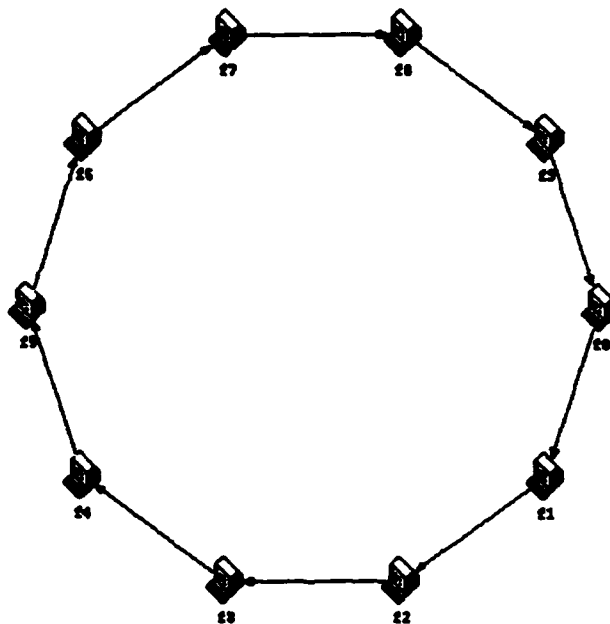
Equation 1 suggests that physical requirements of the fiber and the stations are used to determine a workable TTRT value. The FDDI specification allows a range of settings from 4 ms to 165 ms (Powers, 1993, p. 339). Powers also notes that synchronous voice transmission requires  $\sum SA_i = 10$  ms. In OPNET®, the Environment file attribute T\_Req corresponds to TTRT.

### **C. MODEL STRUCTURE**

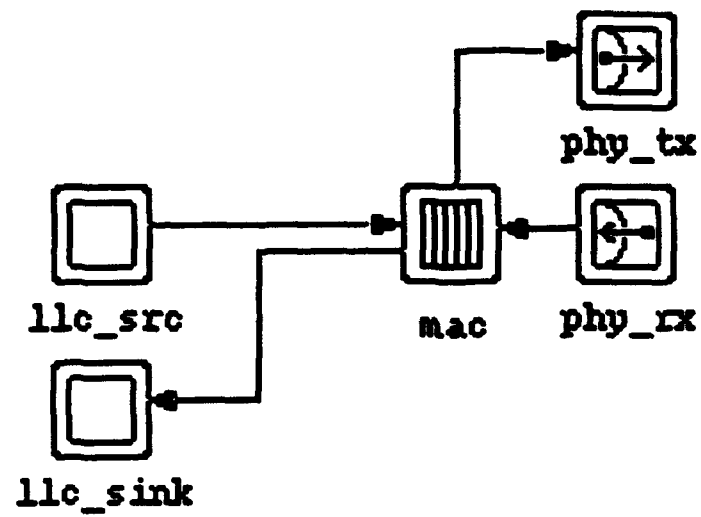
OPNET®'s FDDI LAN model structure is hierarchical. The LAN is a ring made of stations and the connections between them. Figure 1 shows a 50-station FDDI LAN as shown in the user interface window. Figure 2 is a ten station ring provided for greater clarity of detail. The stations are modeled as connected nodes, each of which is in turn defined by a process model. The processes are represented by state transition diagrams, which are the ultimate source of the "C" language code that describes the model's behavior. Figure 3 illustrates the FDDI station model. Figures 4-6 are the process models for the source, sink, and MAC processes, respectively. These correspond one-to-one to the nodes "llc\_sink," "llc\_sink," and "mac" shown in Figure 3. The packets of information that travel between stations on the ring, and between nodes within the station, are also modeled and may be



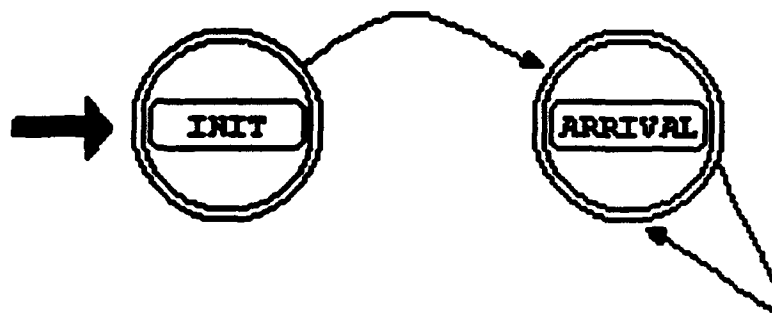
**Figure 1. 50-Station FDDI LAN, "fddi\_net\_50"**



**Figure 2. Ten-Station FDDI LAN, "fddi\_net\_10"**



**Figure 3. FDDI Station Model, "fddi\_station"**



**Figure 4. Source Process Model, "fddi\_gen"**



modified. Model parameters may be entered by several methods, with the Environment file being by far the most convenient.

## **1. FDDI LAN**

Figure 7 shows a 32-station FDDI ring in the user interface window as it would appear on a computer screen. This image displays the Network Editor, whose icon appears toward the upper left corner of the figure. (A note on the mechanics of activating the various editors: as indicated in the tutorial manual, the center mouse button activates the desired editor. If instead either the left or right button is pressed, then the opposite button must also be pressed to "cancel" the first; only then will the center button work as expected). To the right of the ring are on-screen menus of attributes for one station (actually, three menus are shown to display simultaneously all the fields). This menu is invoked by placing the cursor over the desired station, then pressing the right mouse button. The FDDI protocol supports up to 500 dual-attachment stations on a ring, and OPNET® permits from two to 500 stations in a ring.

Actual generation of the ring is best done outside OPNET®, through a UNIX command window set to the "~\op\_models\fdi" directory path. The command "fdi\_build.em.x <number\_of\_stations>" will automatically generate an FDDI LAN with the number of stations specified. The user should verify that this function is present in the desired subdirectory. This operation is described in manual Vol. 8.1.0, "FDDI," and refers the user to Vol. 6.0, *External Interfaces Manual*, which has a more complete description of the ring building protocol. Were OPNET® active during this ring-building process, then the "Rehash" icon toward the lower right of the user interface window must be activated to update the



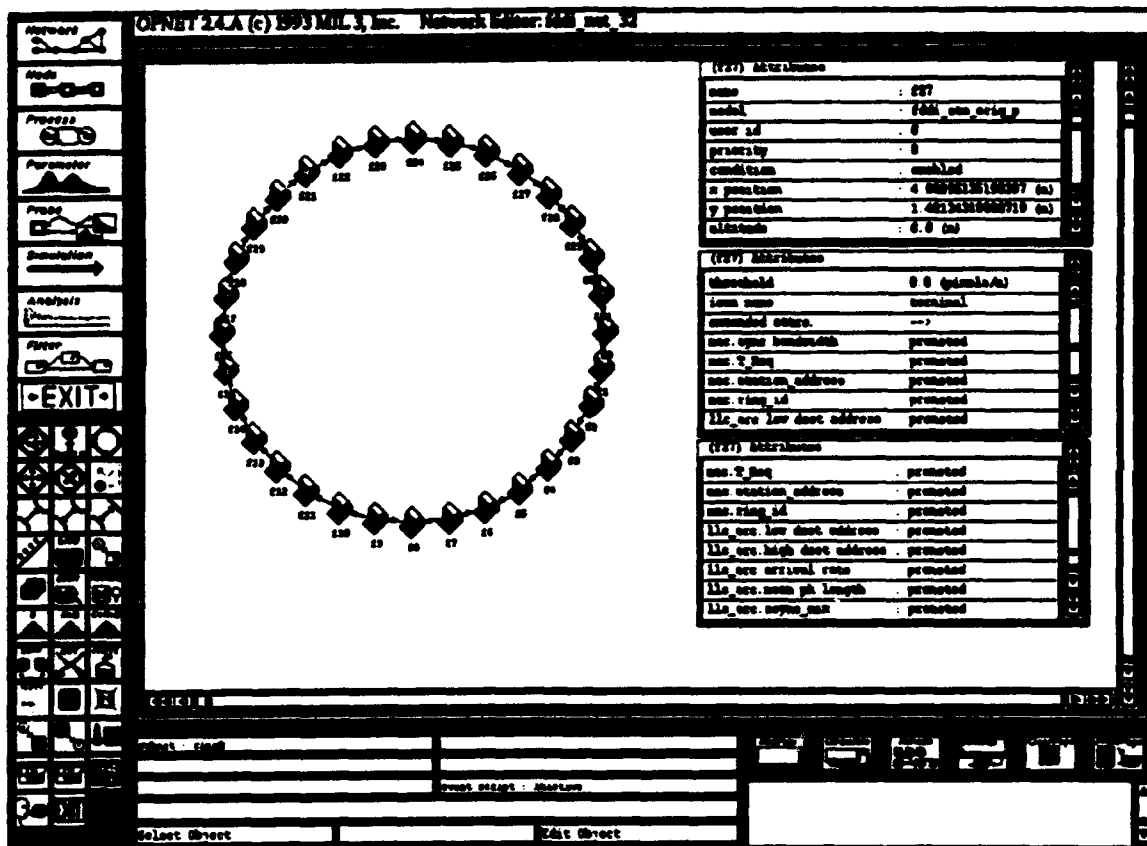


Figure 7. Network and Attributes Menus in User Interface Window

program's access to models in the subdirectory. In general, the "Rehash" command should be used frequently, particularly when new files are generated through simulation runs or through model editing.

The LAN as shown is not actually a true ring architecture, as no dedicated physical layer object exists in OPNET® for modeling ring architectures. The model is in fact a circle of point-to-point links; the ring is an abstraction whose characteristics and behavior are represented in the "C" programs that comprise the process models. (OPNET®, Vol. 8.1.0, "FDDI," p.23)

## **2. FDDI Station**

Figure 8 illustrates the FDDI station in the user interface window, summoned and printed from the Node Editor. Also shown are the menus listing the attributes associated with each part of the station model. Message traffic in the form of packets is generated at the source, `llc_src`, at a rate specified by the user. The source model does not function as a true Logical Link Control (LLC) beyond correctly interfacing with the Medium Access Control (MAC) model. (OPNET®, Vol. 1.0, "FDDI," p. 21) The MAC entity is represented by `mac` in the model, and is responsible for encapsulating packets generated by the source, holding these packets until they can be transmitted, receiving packets from other stations, destroying packets as needed, and maintaining the locally held Token Holding Timer (THT) and Token Rotation Timer (TRT). Packets are counted and statistics gathered at `llc_sink`. These three nodes are modeled in detail by respective process models, which may be assigned with the attributes menus shown in Figure 8. The field "process model" may be changed

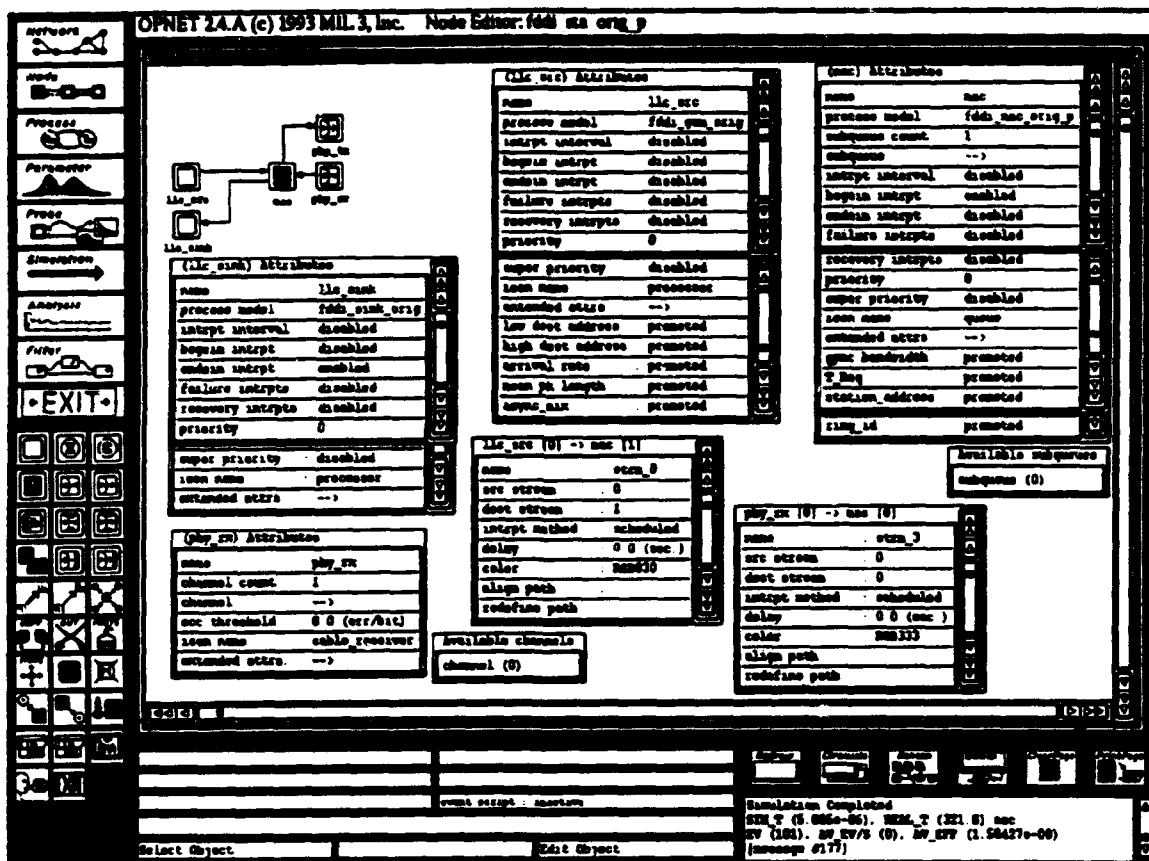


Figure 8. FDDI Station Model with On-Screen Attributes Menus

by cursor action, with selection made from the resulting submenu presenting a list of available process models. The nodes "phy\_rx" and "phy\_tx" represent the receiver and transmitter interfaces to the ring, and are not further defined by process models.

The user may modify the station model within the Node Editor by setting the attributes fields as desired, then saving the model by activating the "write node model" icon toward the lower left corner of the user interface window. By then exiting the Node Editor, entering the Network Editor, and calling the desired network model (e.g., "fddi\_net\_32"), each station acquires the new setting when the network model is archived and bound ("A+B" icon). The same modification may be effected from within the Network Editor by calling the attributes menus for each station and setting them individually. This method would be preferred only if the user desires to set differing attributes in various stations. Note that setting the attribute fields is not the same as modifying the process model itself, which is accomplished with changes to the "C" programming code accessed through the Process Editor.

### **3. Processes**

Process models are specified by State Transition Diagrams (STD) representing the actions of the nodes within the station model. Figure 9 illustrates the process model fddi\_mac as it appears in the Process Editor in the user interface window. Figure 10 shows the on-screen menu that appears when the cursor is placed over one of the states (ENCAP in this case), and the right mouse button pressed. Invoking the "enter execs" attribute calls the text editor shown in Figure 11. Here the user may inspect the programming code behind





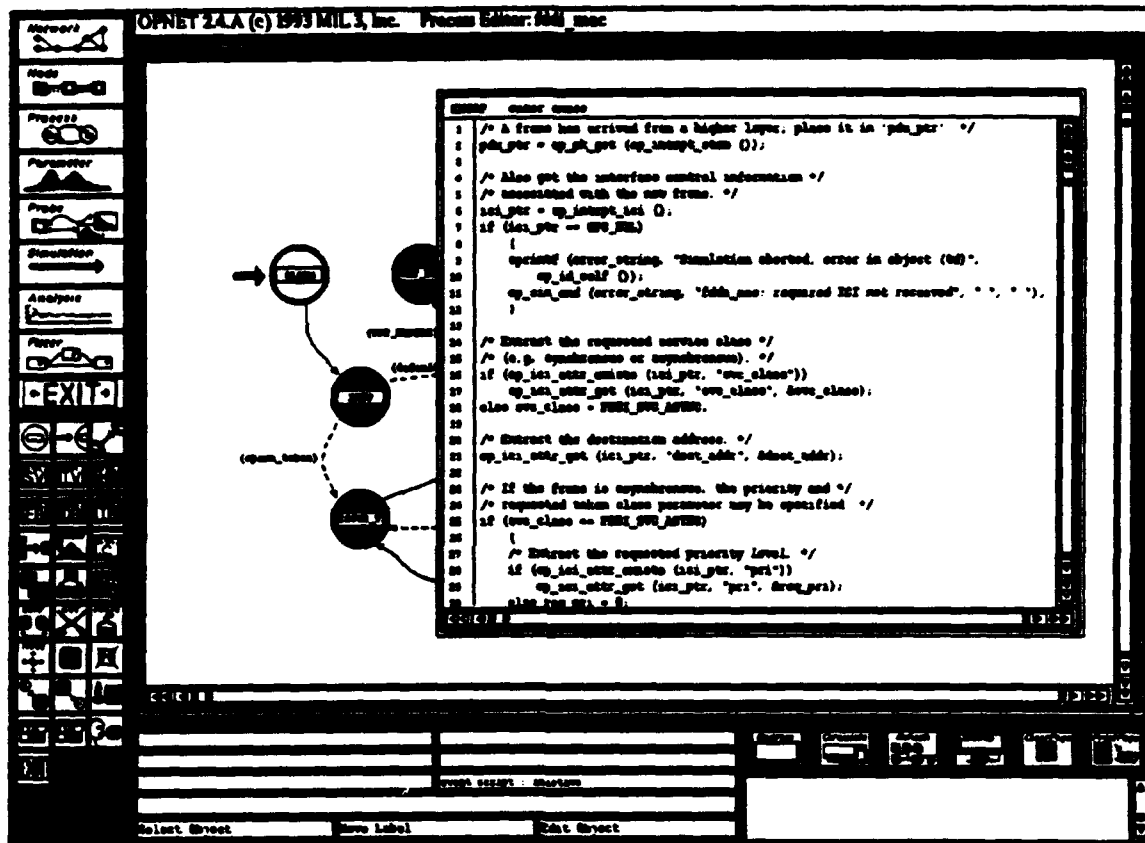


Figure 11. Process Model "fiddi\_mac" with Text Editor

the model's behavior, and modify it if desired. Each state has its own section of code, and the icons to the left of the window include additional editors, all described in Vol. 4.0, *Tool Operations Manual*. These are primarily variable and function declaration sections. The entire code for the process may be called with the icon ".C," but this editor is for viewing only. Any changes made in the ".C" editor will remain when the editor is dismissed, but will disappear if the process is compiled. If calling the ".C" editor returns a ".C file unavailable" message, then recompiling will generate the file again (sixth icon above the lower "EXIT" icon in the Process Editor). Many UNIX stations include a cleanup command that deletes certain temporary files upon logging out of the system, and the "C" language codes ending in ".c" are not necessary once simulations are generated. They may always be recovered by recompiling the models. (In the file directory containing OPNET®, the model source codes have the suffix ".pr.m".) If changes are made (in a proper editor), the model must be recompiled. If several changes are being made within different sections, each may be saved with the keystrokes <CTRL+S>, deferring compiling to the end. (The set of manuals includes a summary page of OPNET®'s text editor keyboard commands.) If desired, the model may be saved without compiling by using the "Write Process Model" icon. When a process is changed, the station model in the Node Editor must also be called and written afresh. Then the corresponding network model must be called into the Network Editor, and be archived and bound again. If the modified process was not compiled earlier, then the "C+A+B" icon will compile all the process models in addition to archiving and binding them.



**a. Source Node**

The source node of the FDDI station model generates packets at a rate and size specified by the user. It also determines the destination address for each packet, the priority if applicable, and records the packet's creation time so that delay statistics can later be gathered. These data are passed to the MAC for encapsulation. In the Node Editor, the source is labelled "llc\_src," and the process model is "fdd1\_gen."

In the source process' original form, as released by MIL 3, Inc. in version 2.4.A, the packet arrival (generation) rate is stochastically assigned on an exponential distribution approximating that specified by the user. If a precise, invariant arrival rate is desired, it may be assigned with the following change to the INIT state in the Process Editor, where "constant" is substituted for "exponential" in the line:

```
inter_dist_ptr = op_dist_load ("exponential", 1.0 /  
    arrival_rate, 0.0);.
```

A voice traffic transmitter station, for example, would require a constant packet arrival rate from the source. Similarly, packet length is originally assigned a constant value in the given model, but may be set to a stochastic approximation of the requested value by replacing <"constant"> with <"exponential"> in the line:

```
len_dist_ptr = op_dist_load ("constant," mean_pk_len,  
    0.0);.
```

If all stations on the ring are to have the same assigned attributes and the same source code (i.e., all <"constant"> or all <"exponential">), then the remaining steps

are to save and compile the process in the Process Editor, then call and save the station model in the Node Editor, and finally archive and bind the relevant LAN model in the Network Editor. If the stations on the LAN do not all have identical source code (i.e., some "constant" and others "exponential"), then the modified process models and their corresponding node models must be renamed. The following steps illustrate the creation of a station modified to allow a ring to simulate a number of voice stations amid other transmitters:

1. In the Process Editor, substitute "constant" for "exponential" in the "fddi\_gen" model's INIT state editor. Save the change by keying <CTRL+S> while the cursor is inside the INIT state's editor.
2. Use the "Write Process" icon to save the modified process under a new name, for example fddi\_gen\_const.
3. Compile the new process model, then exit the Process Editor.
4. The Node Editor is used to create and save a new station model, by calling the original model and changing the "process model" field in the on-screen menu for the relevant node (in this example the "fddi\_gen" process in the llc\_src node is changed to "fddi\_gen\_const").
5. The new model is saved by invoking the "Write Node Model" icon. Exit the Node Editor.
6. In the Network Editor, the desired stations on the relevant LAN are reassigned using the on-screen menus: when the "model" attribute field is invoked at a

particular station, a list of available station models appears, and the desired one is chosen. If the expected model does not appear in the list, activate the User Interface Window "Rehash" icon to refresh OPNET<sup>®</sup>'s access to recently created files.

7. Desired stations are reassigned as required, and the LAN is saved, then re-archived and bound.
8. Differently named models using the same functions may cause naming conflicts at simulation run time. Should this occur, then the word "static" must be inserted in the Function Blocks ("FB" icon) of both the original and the new source model processes in the Process Editor, just prior to `fddi_gen_schedule()`.

The above steps illustrate a change made to the source code, and do not represent the same situation in which identical stations are assigned different values in the given on-screen attributes menus.

#### ***b. Sink Node***

The `llc_sink` node of the station model is the final destination of all message traffic. The INIT state establishes counters to hold statistical information regarding network performance (throughput and delay). The STATS state updates these counters as packets are received. The DISCARD state reports the statistical information at specified intervals, and finally destroys the packet. Because new packets are created for each transmission, they must eventually be destroyed when received, or the host computer conducting the simulation will soon fill its memory.

The "fdd1\_sink" model in the current version of OPNET® (Release 2.4.A, dated 02/27/93) is defective. It will cause the simulation to abort upon completion, with the error message "Program Abort: packet pointer is NIL," in the event any station did not receive traffic. Figure 12 illustrates the State Transmission Diagram as originally given, and the corrected version is shown in Figure 13. The user should correct the defective version, referring to Vol. 1.0, *Tutorial Manual*, "Bpt," pp.6-10. Saving this modification requires the same steps described for the source model, with the exception that no text has been changed. This defect and its correction are documented by Mil 3, Inc. as OPBUG 2070.

MIL 3, Inc. maintains an electronic bulletin board containing information on model corrections and upgrades between OPNET® revisions. Users may acquire these upgrades using file transfer protocol (ftp) procedures to download desired files. Appendix A includes a sample of dialogue used to acquire an upgraded file from MIL 3, Inc.

**c. *Medium Access Control (MAC)***

The MAC process model encapsulates frames received from the source node for transmission to other stations, maintains token holding and token rotation timers, inspects received packets, decapsulates received frames, and determines token usability. Vol.8.1.0, *Example Models Manual*, "FDDI," provides a detailed description of the MAC process and of the functions of its component states.

The MAC model provided with OPNET® Version 2.4.A, (filename: "fdd1\_mac.pr.m") has been upgraded by MIL 3, Inc. and the newer model and

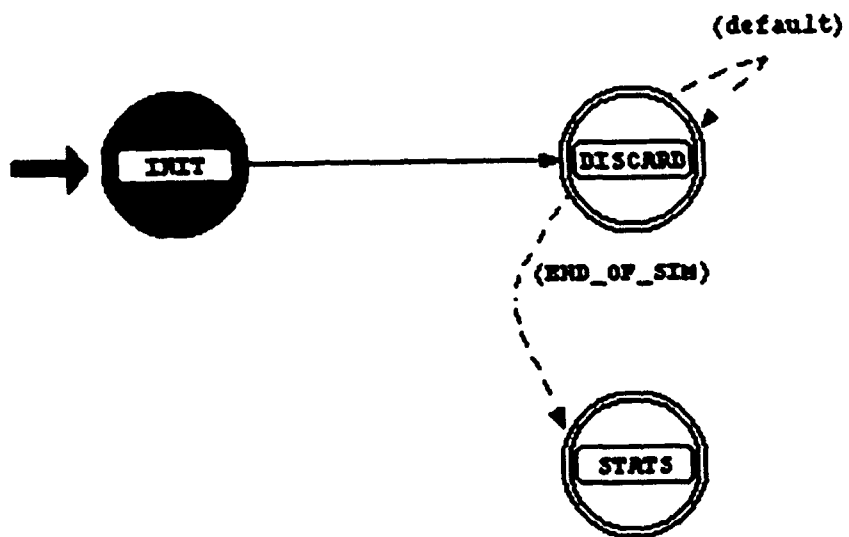


Figure 12. Original (Defective) Sink Process Model

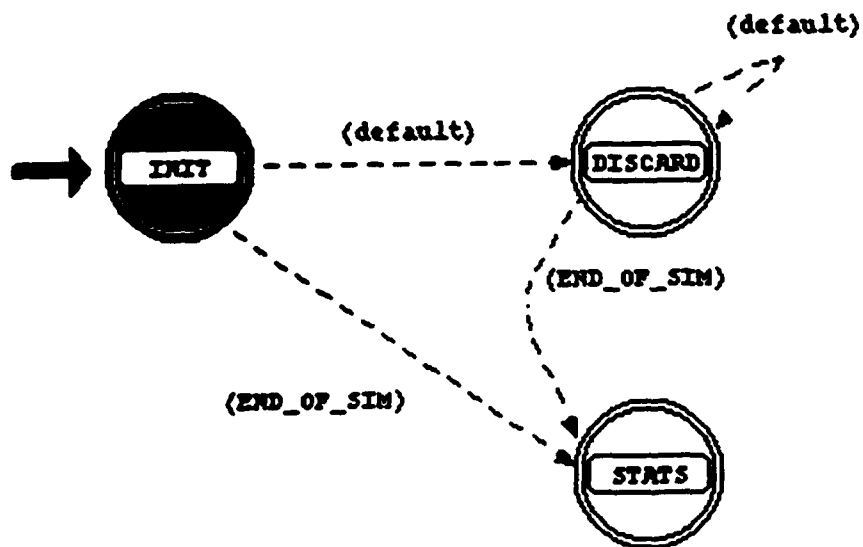


Figure 13. Corrected Sink Process Model

documentation are available via ftp on Internet, under the subdirectory "~/patches/2.4.8/opbug\_2081". When retrieving a file via ftp, the user should verify the entire file is received by checking the file size listed on the bulletin board against the size of the file received. Entering <"type image"> at the ftp prompt should ensure a full and intact file retrieval. The original "fddi\_mac.pr.m" file is then removed from the user's directory (~/.op\_models/fddi), stored in a safe place, and replaced with the newer version. The new file must then be compiled from the command window with the command, <"op\_mkpro -m fddi\_mac">, the procedure for which is described in Vol. 6.0, *External Interfaces Manual*, "Env". It has been observed that the "drag and drop" method of transferring files in using the File Manager in the SunOS Windows environment sometimes causes the subject file to gain or lose a byte or two, leading to "bitsum error" messages when said file is compiled in OPNET®. Standard UNIX commands are the most reliable method for moving OPNET® source files.

The patch is not necessary to operate the simulation; it is a refinement of the model, and will be included in the next revision of OPNET®. The patch OPBUG 2081 actually includes three repairs, documented as OPBUGs 2081, 2095, and 2097. OPBUG 2081 corrects existing timing and efficiency inaccuracies connected with the token acceleration feature, by which the token is destroyed and the simulation enters a "fast forward" mode in order to reduce the number of events while no station has a need to transmit. In a real FDDI LAN, TRT is reset each time the token passes, whether or not the token is used. The model in its original form allows the TRT timer to continue running when

the simulation enters "token acceleration," resulting in unexpected `Late_Count` occurrences. OPBUG 2095 is also related to the token acceleration feature, correcting the existing incorrect initialization of several variables when the simulation enters token acceleration. In particular, the variable `Fddi_Num_Stations`, the number of stations on the ring, is always reset to one, upsetting calculations predicting the proper location of the token at the end of an idle period. Finally, OPBUG 2097 addresses the fact that the original model neglects to properly account for the transmission delay associated with the token itself.

#### **4. Packets**

All communications between stations in a LAN and between the internal nodes of a station are conducted using data framed into packets. The Parameter Editor, described in Vol. 4.0, *Tool Operations Manual*, "Pm," is illustrated in Figure 14, which shows the packet structure `fddi_mac_fr`, which is used to encapsulate the frames generated in the Source node and sent to the MAC. Appendix B lists the five packet structures used in the FDDI LAN simulation, giving their fields and assignments. OPNET® simulation does not enforce limits on packet size required by the standard IEEE 802.5.

##### **a. ICI Formats**

Interface control information packets (ICI) are used for internal communication within a station, reporting for example service options, error conditions, and packet arrivals. Figure 15 shows the ICI Editor within the Parameter Editor, with the ICI `fddi_mac_req`. This ICI specifies the control information passed from the source to the MAC when transmission requests are generated. The ICI `fddi_mac_ind` specifies control information passed from the MAC to the LLC when a packet has been received by a station.







For OPNET® simulation purposes, both structures are created once per station in the simulation, and reused as needed.

#### ***b. Packet Formats***

Three types of packet frame formats exist in OPNET® to simulate communications between the stations. For the simulation these are created as needed and destroyed when no longer needed. Packets of format "fddi\_llc\_fr" are created in the LLC source as arrivals are generated. The format has only one field, containing the creation time, which is used to generate delay and throughput statistics when the packet is finally received at its destination address. The packet format "fddi\_mac\_fr" is used in the MAC state ENCAP to encapsulate the generated packets for transmission on the LAN. The "info" field contains the "fddi\_llc\_fr" structure providing the data of interest. Because OPNET® simulates only the characteristics of transmission and not the actions of stations in response to information received, the packets used are not precise replicas of real FDDI frames. The token is represented by the frame format "fddi\_mac\_tk". The field "fc" is inspected by each MAC process receiving a packet to determine whether it is a token or a message packet.

### **5. Environment File**

Appendix C is an example of an environment (or configuration) file used to assign station attributes to a 32-station FDDI LAN. Inspection shows that the fields specified in the file correspond to the "promoted" fields in the on-screen attributes menus that appear in the Network and Node Editors, and to the fields in the Simulation Editor. Promoted attributes may be assigned directly within these editors, a tedious and error-prone process at best. If

a simulation is begun with none of these attributes specified, OPNET® will prompt the user for inputs at the command screen, another error-prone and tedious process. The environment file is the most efficient way to assign parameters of interest, and may be quickly modified between simulations, using the UNIX text editor. Vol. 6.0, *External Interfaces Manual*, "Env," discusses the environment file, and points out that attributes assigned in the environment file supersede those assigned in the Node and Network Editors. The file is recognized to OPNET® by its ".ef" suffix. The assigned attributes are described in chapter "FDDI" of manual Vol 8.1.0, *Example Models Manual*, and are presented here in their order of appearance for summary and in some cases for required elaboration. The attributes are not declared as variables in the "C" programs, but rather are generated by adding them to the on-screen menus in the Node and Network Editors. The user can create new attributes by adding them to the "extended attributes" field in the Node Editor, then including them in the environment file. This procedure is discussed in Chapter III. "Env," pp.33-34, in the *External Interfaces Manual* discusses the use of name wildcards in the attributes given below. Sequence of entries is not significant in the environment file.

*a. "station\_address"*

This attribute is required for station identification; numbering of stations is from zero to  $N-1$ , where  $N$  is the number of stations on the ring. The INIT state in the MAC process calls this variable. Note that for quick changes to the file, lines may be commented with the pound key <#>.

**b.    "ring\_id"**

This attribute identifies the ring, in the event more than one may be modeled simultaneously. It is set to zero if there is only one ring.

**c.    "low dest address"**

This attribute assigns the lowest identification address that may receive traffic from this station. The use of the wild-card asterisk, shown in Appendix C, assigns the same value to all stations. Quotation marks are used here because the attribute assigned has spaces vice underscore marks between words.

**d.    "high dest address"**

This attribute assigns the high end of the range of addresses to which a station may send traffic. It is used in conjunction with the previous attribute by the "llc\_src" process in the INIT state. It is permissible to limit the range of target addresses, down to one, but all target addresses must lie in a contiguous sector. For example, the code as given has no provision for allowing a particular station to send packets to two different stations without also possibly sending to the stations between them.

**e.    "arrival rate"**

This attribute assigns the rate at which the source process will generate packets, and it is called by the INIT state. It may be set to zero for any station intended to be idle. As originally used in the process code, arrival rate is a stochastic approximation exponentially distributed about the assigned value. To make this a precise unchanging value, as in the case of a synchronous voice transmitter, the code would have to be modified as described in the previous discussion of the source process.

**f. "mean\_pk\_len"**

Mean packet length is expressed in bits. Despite the name, this value is actually held constant by the INIT state of the source process model. The user may modify the code using the procedure described earlier to substitute *<"exponential">* for *<"constant">* in the line:

```
len_dist_ptr = op_dist_load ("constant," mean_pk_len,  
                             0.0),
```

which appears toward the bottom of the INIT state enter executives in the Process Editor. Then the station will generate non-identical packets, which may be more realistic behavior. OPNET® will permit any number of bits for the packet length; the user should know that FDDI packets have a maximum size of 36,000 bits.

**g. "async\_mix"**

FDDI stations may generate synchronous and asynchronous traffic. This attribute sets the proportion, with 1.0 indicating all asynchronous traffic generated by the given station, 0.5 indicating half synchronous and half asynchronous. Any value between zero and one inclusive may be chosen. The INIT state in the *llc\_src* model calls this attribute with the statement:

```
op_ima_obj_attr_get(my_id, "async_mix", &async_mix);
```

**h. "sync bandwidth"**

This attribute is used in the MAC process, INIT state, where it is expressed as a percentage of TTRT. It is analogous to  $SA_i$  in Equation 1, but is numerically a fraction of  $T_{Req}$  (TTRT), while  $SA_i$  is an amount of time. Synchronous bandwidth should not be confused with synchronous offered load. Bandwidth is expressed in time, while synchronous offered load is a bit transmission rate. Therefore, synchronous bandwidth is the time allotted for the transmission of synchronous offered load. It is entirely possible to set parameters so that these two attributes do not match well.

In describing "sync bandwidth," Vol. 8.1.0, *Example Models Manual*, "Fddi", warns the user not to allow the sum of all assigned attributes "sync bandwidth" to exceed one, since OPNET® does not enforce FDDI protocol standards. However, this warning neglects to consider the physical delay parameters in Equation 1, which indicate that total synchronous bandwidth must be somewhat less than TTRT. The correct assignment of "sync bandwidth" involves some algebra, and is perhaps best explained with an example.

Given:	D_Max:	1.617 ms.
	F_Max:	0.360 ms.
	Token_Time:	0.00088 ms.
	TTRT:	8.0 ms.

Using Equation 1 yields:

$$8.0 \text{ ms.} - (1.617 \text{ ms.} + 0.360 \text{ ms.} + 0.00088 \text{ ms.}) = 6.02112 \text{ ms.} = \sum SA_i$$

This is 6.02112 ms. of total bandwidth to be divided among as many stations assigned. Assume there are five such stations:

$$6.02112 \text{ ms.} + 5 \text{ stations} = 1.204224 \text{ ms} = SA_i$$

$SA_i$  is converted to "sync bandwidth" with a division by TTRT:

$$1.204224 \text{ ms.} + 8.0 \text{ ms.} = 0.150528$$

This is the value entered into the Environment file.

*i. "T\_Req"*

This attribute is called in the MAC process, INIT state, and represents the specified station's requested value of TTRT. A real FDDI LAN has a TTRT negotiation phase; OPNET® simply chooses the smallest  $T\_Req$  value available. The user may, but need not set different values to each. This value is in units of seconds, which is not apparent from the manuals nor from the default value that appears at the command prompt if no value is assigned.

*j. "spawn station"*

The spawn station is simply the starting point for the token, and may be assigned to any station on the LAN.

*k. "station\_latency"*

This is the delay incurred by packets as they pass a station's ring interface. Powers gives  $1 \mu\text{sec.}$  (1993, p.336);  $60.0\text{e-}08 \text{ sec.}$  agrees with Dykeman and Bux (1988). Station latency is a component of  $D\_Max$  in Equation 1.

*l. "prop\_delay"*

Propagation delay is the time separating stations on a ring, based on the amount of fiber between them. It is given here in seconds, and may be used to define the ring size. The INIT state of process `fddi_mac` calls this value, which is used as one of the delay

parameters applied to transmission commands. FDDI standards limit the ring size to a maximum of 200 miles of fiber (Dykeman, 1988, p. 997), and OPNET® assumes that the fiber length is divided evenly among the stations. That is, all stations are evenly spaced on the LAN in OPNET® simulations, whatever the number of stations and length of fiber. Dykeman and Bux (1988, p. 1000) define propagation delay in units of time per distance, and give a value of 5.085  $\mu$ s/km. The value given in the original example environment file,  $5.085 \times 10^6$  seconds, corresponds to one kilometer of fiber between stations.

***m. "acceleration\_token"***

This attribute speeds the simulation by removing the token during idle periods when no station has packets to transmit, significantly reducing the number of events.

***n. "duration"***

This is the simulated run time in seconds. Most systems should reach steady state in less than a second.

***o. "verbose\_sim"***

This feature enables on-screen reports regarding event numbers, time remaining until completion, etc.

***p. "upd\_int"***

This specifies in seconds the intervals at which to make on-screen simulation status updates. It must be less than duration to be useful.



**q. "os\_file"**

The output scalar file receives scalar data accumulated over several simulations. It is useful in observing the effect of varying one or more attributes, for example TTRT, over a series of experiments.

**r. "ov\_file"**

The output vector file receives throughput and delay information relevant to one simulation run. Output vector files can be quite large, on the order of several megabits, and for this reason are often automatically deleted by a `<"cleanup">` command included in a UNIX station's logoff sequence. The user should alter the filename or save desired plots as ".ac" files using the Analysis Tool, rather than log off planning to study the vector data at some future time.

**s. "seed"**

This is a constant used by the simulation's random number generator. It may be any positive integer, but should be left constant once chosen.

**t. "debug"**

This enables the Debug Tool, allowing the user to step through a simulation one event at a time. Once enabled, the command `<"help">` provides a listing of the debugger's features.

## **D. SIMULATION**

This section presents the steps involved in running a simulation and observing the resulting output data. The user must keep in mind that OPNET® is unaware of IEEE 802.5. That is, it is the user's responsibility to ensure reasonable input parameters are assigned in keeping with the established standards. The steps given will use the original model provided.

### **1. Build the LAN**

If a 32-station LAN is not already available in the Network Editor, then one should be created using the command `<"fddi_build.em.x 32">`, as described earlier.

### **2. Correct "OPBUG 2070"**

The simulation will abort if the original process model `fddi_sink` is used for the SINK node `llc_sink`, and some station happens to have not received any packets. The correction described earlier should be applied, and the model recompiled and saved.

### **3. Implement "OPBUG 2081" Patch**

As described earlier, this repair corrects minor timing inaccuracies in the model, related to the token and to the token acceleration feature. The simulation will work without aborting if the patch is not applied, but the user planning on implementing code changes within the model over the long term should patch the model before doing so.

### **4. Update Environment File**

Refer to the configuration file in Appendix C for input parameters. As mentioned before, use of this file will save the user the effort involved in setting parameters by hand through the Node, Network, and Simulation Editors. Note that attributes assigned in the

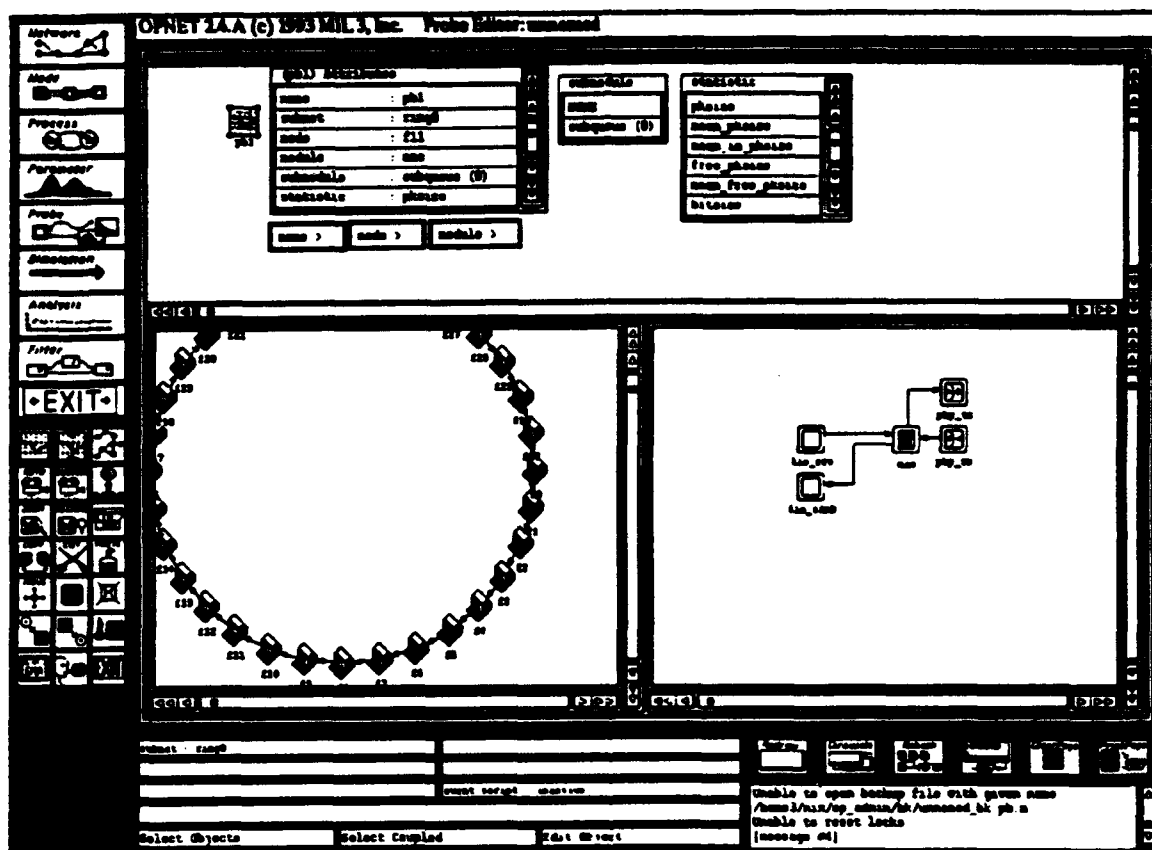
Environment file will supersede any that are assigned through these editors. The file should be given some distinguishing name, for example "fdd132.ef".

### **5. Generate Probe File**

Use of a Probe file is optional. The process code as written will generate vector file outputs only for overall throughput, delay, and mean delay. Additional outputs may be monitored through the use of a Probe file, illustrated in Figure 16. Vol. 4.1, *Tool Operations Manual*, "Pb," describes the Probe Editor. With it the user may monitor, for example, each station's arrivals (packet generation) and throughput at any physical interface point on the LAN, measured in packets and/or in bits per second. For simplicity, only packet arrivals at station f11 will be assigned a probe in this simulation.

### **6. Simulation Editor**

Figure 17 illustrates the Simulation Tool in the user interface window, with the settings necessary to run this simulation. Use of this tool is discussed in Vol. 4.1, *Tool Operations Manual*, "Sm". Fields are assigned by use of the cursor, and are filled by choosing from on-screen menus or keyboard entry. The "Simulation" field should be assigned the LAN filename, <fddi\_32\_net> (note that filename suffixes are not visible to the user in the various Editors). The fields "Probe File", "Vector File", "Scalar File", "Seed", "Duration", and "Upd Intvl" may all be left blank if they are assigned in the configuration file; "Probe File" is optional in any case. The "Arg Name" field should be assigned <environment file>, and the "Arg Value" field should be assigned the <filename> given to the environment file. The user may then save the work area using the



### Figure 16. Probe Assignment



"Write Simulation" icon, to spare the effort of filling in these fields again on future simulations.

## **7. Start the Simulation**

Once the fields are set, the simulation is started with the "Execute Simulation Sequence" icon. Had the user neglected to assign some parameter, the simulation will wait until the command line prompt has been answered; the user should keep the command screen in view. Upon completion of the simulation, a vector file (suffix ".ov") will be generated, along with a scalar file (suffix ".os"). The "Rehash" icon must be invoked to refresh OPNET's access to the files. Then the user may exit the Simulation Tool and enter the Analysis Tool.

## **8. Analysis**

Figure 18 shows the Analysis tool in the user interface window, whose operation is explained in Vol. 4.1, *Tool Operations Manual*. The first action upon entering this tool is to call the available vector outputs, using the "Open Output Vector File" icon, then selecting from the choices presented. If more than one are present, choose the one that was assigned in the environment file. The on-screen menu will then disappear, leaving the user to select the "Create Single Vector Panel" icon, which presents the on-screen menu shown in Figure 18. The entries "end-to-end delay (sec.)", "throughput (bits/sec)", and "mean delay (sec.)" are generated directly from the SINK process model. The remaining field, "ring0.f11.mac[0].pksize," comes from the Probe Editor. Each may be plotted by selection with the cursor, then dragging the box corners to the desired

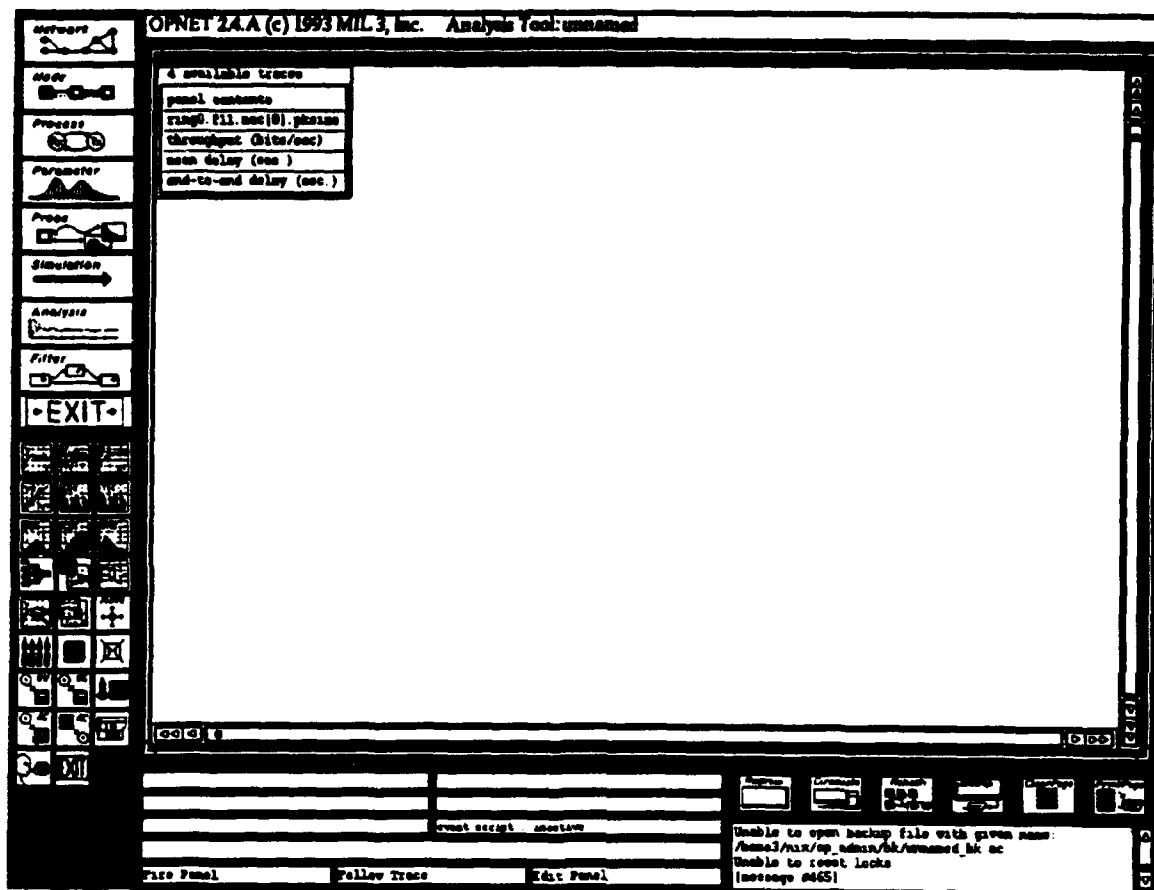


Figure 18. Vector Trace Selection in the Analysis Tool

size. Having placed the panel, the plotted points are fired by clicking the left mouse button, or by placing the cursor over the "Fire All Panels" icon and clicking the same button. Figure 19 shows all four plots generated, placed together on the screen. The "Create Multi-Vector Panel" icon is used to place several plots in the same panel, an operation that is meaningful when the Probe Editor is used to generate comparable outputs. Once the desired plots are on the screen, they may be saved with the "Write Analysis Configuration" icon, which will store the plots in a ".ac" file for later recovery. This is important because the vector file will be written over the next time a simulation is run using the same output vector filename. In addition, the UNIX station's logout sequence may include a `<"remove *.ov">` command to prevent the accumulation of large vector files in memory.

The output scalar file, on the other hand, accumulates steady-state data over several simulations, allowing the generation of plots showing, for example, the effect of various TTRT values on total throughput. The user wishing to create such a plot should ensure the file is empty of previous data before commencing a series of simulations.

## **9. Debug Tool**

The debug tool may be activated from the environment file. The command `<"help">` will list the available commands. The user may step through a simulation one event at a time, or specify stopping points. The `<"fulltrace">` command causes every variable to be reported at each event, allowing the user to follow the sequence of events in a



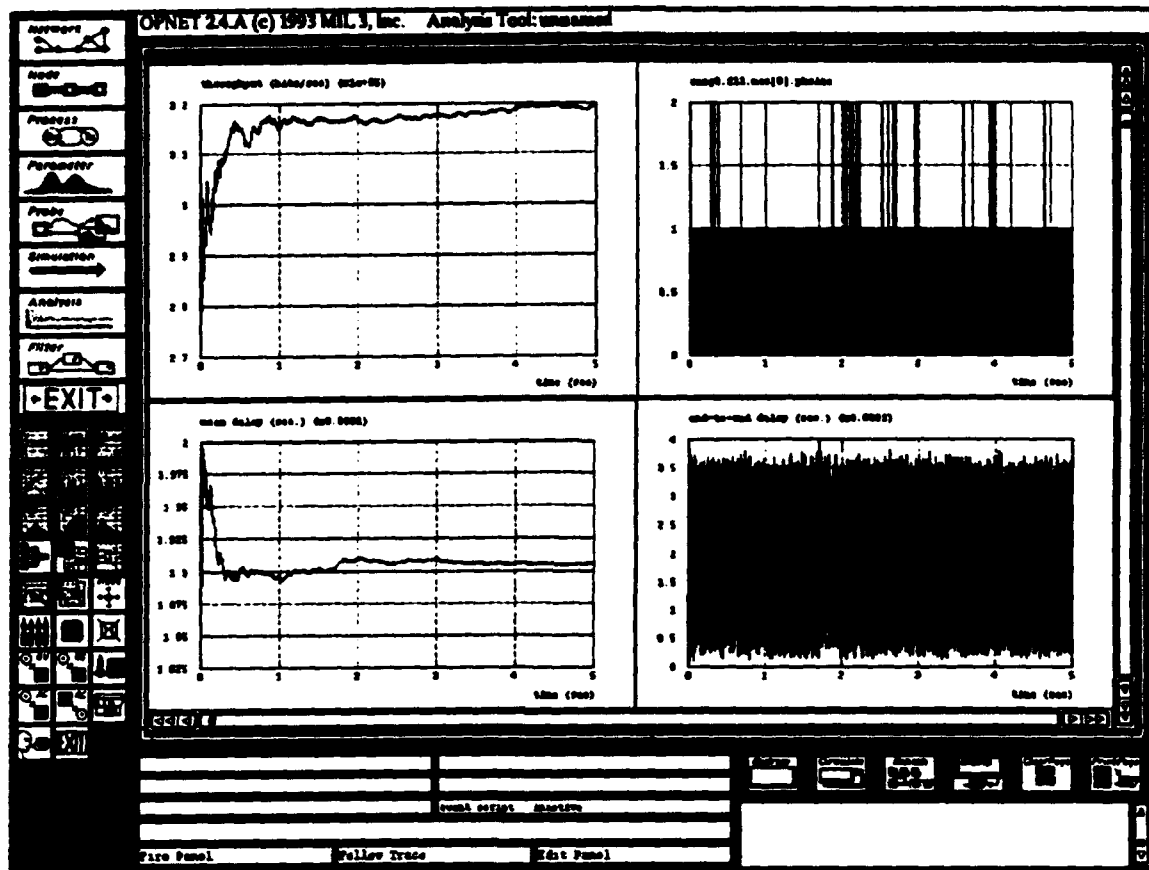


Figure 19. Analysis Tool Display, Four Panels

simulation, and to search for logic errors should failures occur. Appendix D is a short section of the debugger's output when the `<"fulltrace">` command is active.

### III. MODEL MODIFICATIONS

#### A. OVERVIEW

The FDDI station model provided with OPNET<sup>®</sup> is shown by Schenone (1993) to perform as expected by performance equations provided by research literature, for example, Dykeman and Bux (1988). However, the model as given lacks the flexibility to adequately demonstrate the characteristics and metrics required to formulate recommendations for the development of a CDL network interface. To begin, no way exists in the original model to monitor the throughput and delay statistics of synchronous traffic separately from asynchronous traffic. In addition, the code must be modified to allow the implementation of different asynchronous priority levels, and further altered to allow the generation of statistics of these subcategories. Also desirable is a method to hold traffic in the sink process of one station on the LAN, rather than destroying all packets, so that a bridging protocol may eventually be developed for communication between LANs, which is the ultimate goal of the Common Data Link Project. Finally, a multicast/broadcast facility, by which a packet may be addressed to multiple stations, is needed. Modifications implementing these features were generated for this thesis, and are described in this chapter. Appendices E, F, and G contain the final form of the "C" programs representing the process models "fddi\_mac\_mult", "fddi\_gen\_mult", and "fddi\_sink\_mult", respectively. All contain inserted comments to indicate where changes have been made. In some cases, modifications are extensive

enough that the original structure is not apparent. For these cases the reader who is interested in comparisons is referred to the original code available in the Process Editor.

The modifications described here were suggested in large part from readings in the research literature. In particular, Tari, Schaffer, Poon and Mick (1991) published results generated from another commercially produced network simulation tool, the Block Oriented Network Simulator (BONeS<sup>®</sup>), demonstrating that increased asynchronous offered traffic load has minimal effect on the throughput of synchronous voice data traffic. At the same time, the throughput of the various asynchronous levels was shown to degrade in order of priority with increasing asynchronous offered load. These findings emphasize the fact that OPNET<sup>®</sup> has no facility in place providing for the monitoring and plotting of throughput or delay data in respect to class or priority levels.

Closely interrelated are the setting of asynchronous priority levels, a system of subqueues to segregate traffic by priority, and the gathering and display of performance statistics according to priority. In the following discussion, reference is sometimes made from one to the others before all are complete.

## **B. PRIORITIZATION**

### **1. Activating Prioritization in OPNET<sup>®</sup>'s FDDI Model**

As given in the original released model, code exists to support a prioritization scheme, but it is not implemented. The station model includes a priority field that may be set in the Node Editor, but no setting will take effect until the INIT state in the MAC process is

modified. As given, `T_Pri[i]` is simply assigned the value `<Fddi_T_Opr>` (which is the negotiated value of TTRT, with the negotiation consisting of selection of the lowest requested `T_Req` from all stations) for all priority settings `i`, resulting in no distinction made between priorities. The state `TX_DATA` in the MAC process model contains the code that determines transmission eligibility, then transmits packets if timing conditions are satisfied. The user should notice here that unlike the real FDDI protocol, the Token Holding Timer is incremented from zero to `tht_value` (THT), not decremented from THT to zero. This results in a reorientation of `T_Pri[i]` settings, wherein higher settings allow a larger transmission window, and therefore, higher priority. To re-emphasize: in the OPNET® model, `T_Pri[i]` is larger for higher priority stations. Actual settings of `T_Pri[i]` are a matter of user's choice and real-world physical characteristics. One quick approach is to alter the code in `INIT` from the original:

```
for (i = 0; i < 8; i++)
{
    T_Pri [i] = Fddi_T_Opr;
}
```

by substituting the text:

```
T_Pri [i] = (double)Fddi_T_Opr/(8-i);
```

to impart some weight to the priority settings (Appendix E, line 250). Note that priority settings in OPNET® are counted from zero to seven, in keeping with the "C" programming

language convention of numbering elements of an N-element array from zero to N-1. As mentioned earlier, actual FDDI convention numbers the priority settings from one to eight.

## **2. Changing the Scheme and the Code**

For the purposes of CDL, an ability in a station to generate traffic of differing priorities is a desirable characteristic. The modifications discussed here allow this behavior, though with a certain amount of abstraction included. Essentially, each packet generated in the source process is assigned a priority setting, in a manner that is functionally identical to the determination of the destination address. However, the priority of one packet has no influence on the priority of the next one generated at the same station. Of course in real-world transmissions, packets are grouped into messages, meaning that thousands of consecutive packet arrivals should have the same priority settings to reflect real behavior. In fact, the subqueue structure imparted to the MAC causes outgoing packets to be sent in decreasing order of priority, thereby modeling expected behavior to some small degree. More significantly, the user should keep in mind that the model's purpose is to model a LAN's handling of the traffic it does receive. The fact that packets are transmitted with random priorities in a scattershot fashion is not significant to the LAN's overall performance.

## **3. Subqueues**

Because subqueues are essential to the development of the prioritization scheme, their construction is addressed first. As is seen in the FDDI station model in the Node Editor, the MAC node is represented as a queue. Therefore, only a change to "subqueue count" field in the attributes menu is necessary to change the MAC's structure into a bank of subqueues. Code is already in place that treats the MAC as a set of subqueues, although by

default, only one is available at first (this is labelled `<subqueue (0)>`, as is seen when the "subqueues" field is selected from the on-screen attributes menu for the MAC node. Nine subqueues are desired here: one for each asynchronous priority setting, plus another to handle synchronous traffic. Subqueue indexing corresponds to priority settings, so that subqueue (0) receives and releases the lowest priority asynchronous traffic, while subqueue (7) is assigned the highest priority traffic. Subqueue (8) is designated for synchronous traffic. This segregation of traffic into subqueues is necessary to support the recording of performance statistics and plots of traffic generation through the use of the Probe Editor. Also, while the Kernel Procedures (KP) available to the user include one that allows packets to be removed from the transmission queue in order of priority, rather than in the usual first-in-first-out (FIFO) order, subqueues allow simpler logic (Vols. 5.0 and 5.1 are directories of the commands and functions used by OPNET®). Vol. 2.0, *Modeling Manual*, "Ndddef," pp. 27-29, describes the procedure to adjust code so that references to queues may be replaced with references to subqueues, particularly in relation to prioritization schemes. In summary, the subqueues represent a way point for packets. They are created and assigned a priority setting in the source, encapsulated for transmission in the MAC (ENCAP state), and placed in the appropriate subqueue while the station awaits the next token arrival to transmit them.

a. **"RCV\_TK"**

In the RCV\_TK (receive token) state, the first test of token usability is a determination of the presence of outbound traffic. The statement:

```
if (op_q_stat (OPC_QSTAT_PKSIZE) > 0.0)
... etc ...
```

calls for an inspection of the queue. This statement is replaced with a loop structure that searches all subqueues:

```
for (i = NUM_PRIOS - 1; i > -1; i--)  
{  
    if (op_subq_stat (i, OPC_QSTAT_PKSIZE) > 0.0)  
        ... etc ...  
}
```

(Appendix E, line 453)

Of course the above requires a declaration of the variable NUM\_PRIOS and the loop counter i.

**b. "TX\_DATA"**

The TX\_DATA (transmit data) state contains the code that transmits packets while the token remains available, and monitors THT. The THT (tht\_value) is checked inside a loop whose condition is, "while packets remain in the queue, transmit." This loop contains most of the code in TX\_DATA. This condition must be set inside another loop which counts through each desired subqueue, and which must include an additional number of "break loop" points. Accordingly, the code:

```
while (op_q_stat (OPC_QSTAT_PKSIZE) > 0.0)  
{  
    /* Remove the next frame for transmission.*/  
    pkptr = op_subq_pk_remove (0, OPC_QPOS_HEAD);  
    ... etc ...  
}
```

is rendered into the following:



```

for (i = NUM_PRIOS - 1; i > -1; i--)
{
    while (op_subq_stat (i, OPC_QSTAT_PKSIZE) > 0.0)
    {
        /* Remove the next frame for transmission.*/
        pkptr = op_subq_pk_remove (0, OPC_QPOS_HEAD);
        ... etc ...
    }
}

```

(Appendix E, line 920)

The transmission loop is broken when any of the following occur:

- ▶ No more packets are enqueued.
- ▶ In the case of synchronous transmission, insufficient bandwidth remains to complete a transmission. (Note that synchronous traffic is allocated by the user an inviolate amount of time in which to transmit, regardless of the lateness of the token. However, the model checks the bandwidth remaining to ensure a transmission can be completed within the allotted time, and will not commence a transmission that would delay the token. This is in agreement with the actual protocol, and in contrast to the asynchronous case, in which packet transmission may commence while the THT is active, even if the transmission will keep the token past THT expiration.)
- ▶ The remaining packets are of too low a priority to be transmitted in the time remaining to THT ( $T\_Pri[i] < THT$ ).

After closure of the outer loop, the station deregisters its interest in the token by indicating it has no more traffic to send. This information is used by the token

acceleration mechanism, which will destroy the token for the time period no station has traffic to transmit, then recreate it when needed, thereby significantly reducing the number of events and the amount of time spent in a simulation. The original code appears at the bottom of the TX\_DATA state:

```
if (tk_registered && op_q_stat (OPC_QSTAT_PKSIZE) == 0.0)
{
    tk_registered = 0;
    fddiTk_deregister ();
}
```

As before, this must be altered to search through a set of subqueues first before deciding no traffic remains to be sent:

```
q_check = 1;
for (i = NUM_PRIOS - 1; i >= 0; i--)
{
    if (op_subq_stat (i, OPC_QSTAT_PKSIZE) == 0.0)
    {
        q_check = 0;
    }
    else
    {
        q_check = 1;
        break;
    }
}
if (tk_registered && q_check == 0)
{
    tk_registered = 0;
    fddiTk_deregister ();
}
```

(Appendix E, line 1084)

#### **4. Modifications to Prioritization**

In order to enact the priority scheme described above, changes are needed in the station model (Node Editor), all three process models (Process Editor), packet format (Parameter Editor), and to the Environment file (UNIX text editor).

##### ***a. Station Model Changes***

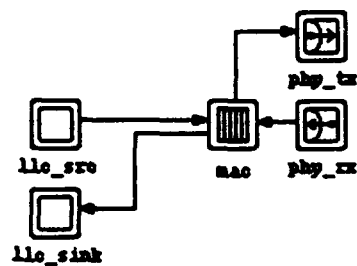
For the modified priority scheme, new attributes are needed in the on-screen menus that appear for the mac node of the fddi\_station model in the Node Editor. The original field "priority" is left in place, but not used. Note that the "super priority" field (described in Vol. 6.0, *External Interfaces Manual*, "Rel," p. 15) is not related to the FDDI protocol, but is a tool for scheduling of events in the simulation; it is not used, and should be left disabled.

In order to support the priority setting protocol that occurs in the source model (described later), two new attributes are created: "high pkt priority" and "low pkt priority." The new fields are created as listed in the following steps:

1. Call the on-screen attributes menu for the "mac" node.
2. Place the cursor over the "extended attrs" field, and press the left mouse button to call the submenu (the right mouse button dismisses the attributes menu; try again).
3. Assign the fields as shown in Figure 20: names will be "low pkt priority" and "high pkt priority", units are *<none>*, type is *<integer>* (selected from another on-screen menu that will appear,

**(llc\_src) Attributes**

begsim intrpt	: enabled
endsim intrpt	: disabled
failure intrpts	: disabled
recovery intrpts	: disabled
priority	: 0
super priority	: disabled
icon name	: processor
extended attrs.	: -->



Name	Unit	Type	Default
high pkt priority	none	integer	0
low pkt priority	none	integer	0

**Figure 20. Adding Extended Attributes to the Station Model**

rather than typed in), and defaults are at the user's discretion. Zero for both are reasonable. These assignments are preserved with the keyboard combination `<CTRL+S>`. Further, the model must be saved using the "Write Node Model" icon, as described in Vol. 4.0, *Tool Operations Manual*, "Nd," pp.13-15.

4. Once the model is saved, then called again to the Node Editor, unexpected values will probably appear in the fields corresponding to the new attributes (which will now appear in the primary on-screen menu as well as in the "extended attrs" submenu). These values should be set to `<promoted>` so that they may be assigned in the Environment file. To set the newly created field to `<promoted>`, place the cursor over the field, then type `<CNTL+O>` at the keyboard, invoking the literal "promoted."

This last item is not described in the manuals; it was obtained from MIL 3, Inc.'s technical support via electronic mail.

#### **b. *Environment File Changes***

Corresponding to the attributes created and then assigned `<promoted>` fields above, the following code is added to the Environment file:

```
"*.*.llc_src.high pkt priority" : 7  
"*.*.llc_src.low pkt priority" : 0
```

The quotation marks are required here because of the spaces in the attribute names. Had `low_pkt_priority` been used instead, then the quotation marks would have been omitted. Examples of both styles appear in Appendix H, an example Environment file that includes all

attributes added to the model (some of which are still to be described). The Environment file may be modified in the UNIX text editor. Pound signs (#) indicate comments. Order of attributes is not significant, and any attributes not used by a model are simply ignored.

*c. Source Modifications*

The approach to assigning a random priority to each packet as its arrival is generated is functionally identical to the procedure by which the destination address is generated. The OPNET® kernel function `op_ima_obj_attr_get()` is used to call attributes from the node model or from the Environment file. The KP `op_dist_load()` is used to load a distribution to be used in generating a stream of stochastic values. These are used in the source process model "fdd1\_gen" INIT state in the following manner:

```
op_ima_attr_get(my_id,"high pkt priority,  
                &high_pkt_priority);  
op_ima_attr_get(my_id,"low pkt priority"  
                &low_pkt_priority);  
pkt_priority_ptr = op_dist_load ("uniform_int",  
                                low_pkt_priority, &high_pkt_priority);
```

(Appendix F, line 108)

In the preceding, the first two lines call the desired attributes from the Environment file to the calling station ("my\_id"). The second field in the procedure call is taken verbatim from the Environment file, while the third field is the address of the attribute. The address may have any name; `<&high_pkt_priority>` is purely a memory aid for the user, and is not required by syntax to resemble the field name to which it is assigned. The value returned by `op_dist_load()` is used in the ARRIVAL state to finally generate the priority setting with the statement:

```
pkt_prio = op_dist_outcome (pkt_priority_ptr);
```

(Appendix F, line 195)

which finally returns an integer between the values set in the Environment file. This integer is assigned to the packet with the commands:

```
op_pk_nfd_set (pkptr, "pri", pkt_prio);  
op_ici_attr_set (mac_iciptr, "pri", pkt_prio);
```

(Appendix F, line 214)

Where only one priority setting is desired for a particular station, the attributes need only be both set to that desired value, with the station specified in the Environment file. A limitation here is similar to that of addressing: any section of values from zero to seven may be chosen, but it is not possible, for example, to assign a station the asynchronous priority settings two, four, and six.

In the SV (State Variable) edit window, `high_pkt_priority` and `low_pkt_priority` are declared as integers, and `pkt_priority_ptr` is declared as a pointer of type "Distribution." Because OPNET® uses a form of proto-C, the declarations made in the editor actually have the following form:

```
Distribution* \pkt_priority_ptr;
int          \high_pkt_priority;
int          \low_pkt_priority;
```

(Appendix F, line 9)

When the code is compiled and the ".C" icon is invoked to present the entire process model code, the above will have the following appearance:

```
Distribution* sv_pkt_priority_ptr;
int          sv_high_pkt_priority;
int          sv_low_pkt_priority;
```

OPNET® will also produce the following in the ".C" code:

```
#define pkt_priority_ptr
    pr_state_ptr->sv_pkt_priority_ptr
#define high_pkt_priority
    pr_state_ptr->sv_high_pkt_priority
#define low_pkt_priority
    pr_state_ptr->sv_low_pkt_priority
```

(Appendix F, line 44)

The above commands have the effect of choosing, on a uniform distribution, a priority setting from a given range whose endpoints are retrieved from the Environment file.

#### ***d. MAC Modifications***

Because a priority scheme is already supported in the original model, little change is required in the mac node once a priority value is assigned in the source node. The user should note that communication between nodes is conducted with locally held variables; globals are avoided. This may result in different declared variable names for the same data,



which is acceptable. Thus, the `pri` of the source becomes the `req_pri` of the mac node. In the MAC node, priority settings are used as the indexes for the subqueues. `NUM_PRIOS` is declared for use as a loop counter.

*e. Sink Node Modifications*

The changes to the "`fddi_sink`" process are nearly all related to the generation of performance parameters, which are discussed in the next section. In the original model, the received packet's priority setting is not even relayed to the sink, since the only information necessary to the calculation of overall throughput and delay statistics are the packet's creation time and its time of receipt. A fundamental addition to the code in the DISCARD state is the line:

```
op_pk_nfd_get (pkptr, "pri", &pri_set);
```

(Appendix F, line 78)

which recovers the priority from the field "`pri`" in the frame structure `fddi_11c_fr`. With this information, additional modifications will bring about the ability to create throughput and delay information for each asynchronous priority setting, and also to separate synchronous traffic statistics from asynchronous. But before any of this will work, the `fddi_11c_fr` packet structure must be modified.

*f. Packet Format*

The frame that is created in the source and passed to the MAC, then encapsulated into a more extensive frame, then ultimately passed from the destination station's MAC to the sink process for accounting and final destruction, is of the format `fddi_11c_fr`.

To support the prioritization scheme, the format needs to include more information than only the frame's creation time. To enhance its characteristics, the Parameter Editor's "Packet Format" icon is invoked, and the format `fddi_llc_fr` is called. Another line is added, as shown in Figure 21, making "priority" an attribute of the packet. Type is set to "integer," size can be "0," default value is "0," and default set is "unset." The changes are saved with the "Write Model" icon.

## **C. PERFORMANCE MEASURES**

### **1. Overview**

OPNET<sup>®</sup>'s original FDDI LAN model provides no ready way to monitor synchronous traffic separately from asynchronous, and no way to monitor the throughput and delay statistics for individual asynchronous levels. The inability of OPNET<sup>®</sup>'s original FDDI model to provide anything besides overall performance is a serious limitation to its usefulness in the CDL project. A major goal of this work is to augment the code in the sink process so that additional output vectors are generated, allowing the effects on individual class and priority levels to be seen. For example, in the original model, the user may assign any desired proportion of the generated traffic to be synchronous, but the original model has no facility to measure the synchronous traffic alone. The following paragraphs describe the modifications made to allow the display of statistics segregated by class and priority.

As an incidental note, the user should realize there is no particular significance to the sequence in which the states appear in the ".C" file. That is, the order DISCARD,



STATS, then INIT that appears in the "fddi\_sink" process code is no indication of the sequence in which the simulation "visits" these states for each station. In fact, the more logical order, INIT, DISCARD, then STATS will be followed in this discussion, though preceded by a discussion of the variables needed. Appendix G is the file "fddi\_sink\_mult.pr.c", containing the modifications described here.

## **2. Variables**

There are essentially four primary variables of interest in the sink process model: fddi\_sink\_accum\_delay, fddi\_sink\_total\_pkts, fddi\_sink\_total\_bits, and fddi\_sink\_peak\_delay. These exist as single integers or as floating point numbers, and are incremented or recomputed as packets are received by the station. The overall idea is to expand these into vector arrays, in which each element represents a running total for one priority setting, with the last element representing synchronous traffic totals. As mentioned earlier, this approach requires the "fddi\_mac\_fr" format in the Parameter Editor to be modified to include the priority as a field, since the original model needs only the packets' creation time and time of arrival in order to compute the overall throughput, mean delay, and end-to-end delay. However, as was discovered through trial and error, while the given variables can be changed to vector arrays, and the model can be modified to accommodate the new structure, and the code will compile (if the syntax is correct), any attempted simulation will abort with a segmentation violation error. This is because the "C" programs, which may be modified by the user, must interface with OPNET®'s kernel procedures, which are beyond the user's access. Ultimately, the given variables must be kept and new ones

created. Since the overall performance remains a useful statistic, the variables mentioned are left in place, while new ones are declared with the desired vector structure. These are `fddi_sink_accum_delay_a`, `fddi_sink_total_pkts_a`, `fddi_sink_total_bits_a`, and `fddi_sink_peak_delay_a`, which are declared and initialized in the Header Block.

The following declarations are added to the State Variables section:

```
Gshandle \thru_gshandle_a[10];
Gshandle \m_delay_gshandle_a[10];
Gshandle \ete_delay_gshandle_a[9];
```

Once compiled, the following appear in the ".C" file:

```
Gshandle sv_thru_gshandle_a[10];
Gshandle sv_m_delay_gshandle_a[10];
Gshandle sv_ete_delay_gshandle_a[9];
#define thru_gshandle_a pr_state_ptr->sv_thru_gshandle_a
#define m_delay_gshandle_a
    pr_state_ptr->sv_m_delay_gshandle_a
#define ete_delay_gshandle_a pr_state_ptr->
    sv_ete_delay_gshandle_a
```

(Appendix G, line 43)

With these declarations in place, the modifications to the rest of the code are straightforward, and generally follow the examples set by the original code. In addition, the variables `Offered_Load` and `Asynch_Offered_Load` are declared for use in generating scalar plots over a series of simulations. These are assigned values called from the Environment file by the state `STATS`.

### 3. Initialization State

The primary purpose of the Initialization State is to assign handles to the global statistics that are generated at the end of the simulation. The "KP" statement `op_stat_global_reg (<gstat_name>)` returns a handle used to reference a globally accessible statistic. This handle is needed to furnish new values (as they arrive with new packets) for the "KP" `op_stat_global_write()`, which appears in the DISCARD state. The field entry `<gstat_name>` is the text in the on-screen menu that appears in the Analysis Tool when the Create Single Vector Panel or "Create Multi Vector Panel" icons are invoked. The code added is very similar to what is already in place. For example:

```
thru_gshandle_a[0] = op_stat_global_reg ("pri 1 thruput  
      (bps)");
```

(Appendix G, line 325)

creates a handle for the collection of data for priority 1 level throughput, and creates a field which will appear in the on-screen menu in the Analysis Tool. In another example:

```
m_delay_gshandle_a[9] = op_stat_global_reg ("async mean  
      delay (sec)");
```

(Appendix G, line 364)

creates a handle for total asynchronous mean delay, and generates another field which will appear in the on-screen menu in the Analysis Tool. Each priority level has its corresponding handle assignment line. The actual statistics to accompany these handles are generated in the DISCARD state. As seen in the code itself (Appendix G), each element has a handle assignment line, for throughput, mean delay, and end- to-end delay. Figure 22 shows off the

resulting on-screen menu from the "Create Single Vector Panel" icon, reflecting the new data that may be plotted. Note that the code here reconciles "C" language vector numbering conventions with real-world priority level settings.

#### 4. "DISCARD" State

The DISCARD state is where the received packet is "opened" and statistics generated from the packet contents. As mentioned before, "KP" `op_stat_global_write (<gstat_handle>, <value>)` is the statement that accumulates data. The `<value>` field may be a previously computed figure, or may be calculated within the "KP". The `<gstat_handle>` field is the same used in the INIT state. DISCARD uses the priority value found with the arriving packet as the index for the vector structure. For example:

```
op_stat_global_write (thru_gshandle_a[5],  
fddi_sink_total_bits_a[5] / op_sim_time());
```

(Appendix G, line 128)

generates a current throughput figure for asynchronous priority level six (recall the necessary offset for vector element numbering convention) Also necessary is the recording of delay values for each priority, which is done with the following :

```
op_stat_global_write (ete_delay_gshandle_a[pri_set],  
delay);
```

(Appendix G, line 182)

This state also destroys the packet once its contents are recorded. This is necessary to prevent the simulation from filling the host computer's memory with dead packets.

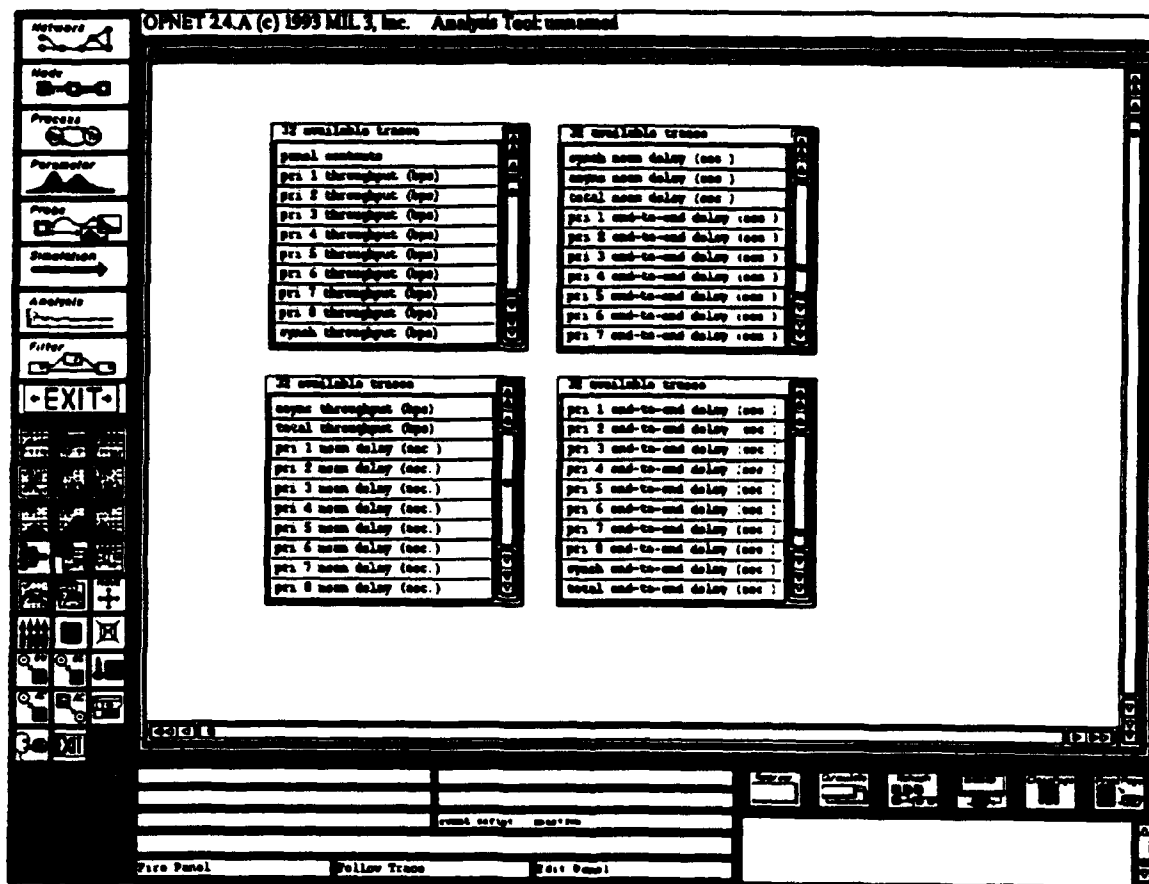


Figure 22. Newly Created Vector Traces Available



## 5. "STATS" State

The STATS state produces the steady-state scalar data that may plotted using the "Create Scalar Panel" icon. These are saved, rather than written over, so that the user may observe changes to output as the input is varied. For example, the throughput of synchronous traffic over several simulations as different TTRT values are used. From these, a plot of throughput vs. TTRT may be generated. The statement:

```
op_stat_scalar_write (<scstat_name>, <value>);
```

is similar to the "write" command described before, and writes a scalar steady-state statistic in this case. The field "scstat" appears in the on-screen menu called with the "Create Scalar Panel" icon. Examples of the use of this statement appear in Appendix G, lines 210-226.

Another on-screen menu line item is drawn from the Environment file. The values <total\_offered\_load> and <asynch\_offered\_load> are placed and assigned in the Environment file (see Appendix H), as described earlier. These correspond to the

variables `Asynch_Offered_Load` and `Offered_Load` declared in the header block. These are joined by the commands:

```
op_ima_sim_attr_get (OPC_IMA_DOUBLE,  
    "total_offered_load", &Offered_Load);  
op_ima_sim_attr_get (OPC_IMA_DOUBLE,  
    "asynch_offered_load", &Asynch_Offered_Load);
```

(Appendix G, line 299)

and added to the `on_screen` menu with the commands:

```
op_stat_scalar_write ("Total Offered Load (Mbps)",  
    Offered_Load);  
op_stat_scalar_write ("Asynchronous Offered Load (Mbps)",  
    Asynch_Offered_Load);
```

(Appendix G, line 305)

This code in Appendix G contains a warning to the user that the offered load settings are not automatically updated in any way. If the user desires to plot throughput or delay as a function of offered load over a series of simulations, then the user must remember to keep the offered load assignments current in the Environment file for each simulation.

## **D. BRIDGE LINK**

The alteration described here represents a simple first step toward a network interface. Instead of destroying frames after they are received, one station on the LAN is modified to hold its packets in subqueues. Further development will bring about a protocol for removing these buffered packets from the original LAN and transferring them to another.

### **1. Station Model Modifications**

The received frames are stored in subqueues according to their priority in a manner analogous to that already described for the mac node. This requires that the sink node, `llc_sink`, be changed from its original processor form into a queue node. To affect this modification to the station model, the following steps are followed:

1. The sink node is selected by placing the cursor over it and clicking the left mouse button.
2. The node is removed by invoking the "Cut" icon. The "Packet Stream" between the sink and the mac also disappears.
3. The "Create Queue" icon is selected, and the resulting box is dragged to the location just vacated. Clicking the left mouse button places the new node. The station now has a queue node rather than a processor node.
4. The on-screen attributes menu is called with the right mouse button, and the fields are all set to the same values that were in effect before, including the node name.
5. The "process model" field will be set to the newly modified sink process model. If the process has not yet been modified, then the original assignment may be used, then changed when the process has been modified and saved under a new filename.
6. The "subqueues" field is set to <9>, accommodating eight levels of asynchronous traffic and also synchronous traffic.

7. The packet stream line between the sink and the mac nodes must be replaced.
8. The new station model is saved under a new filename, for example, `<"fddi_sink_link">`.

Figure 23 shows the resulting station model, with the appropriate on-screen attributes menu.

## 2. Process Model Modifications

The changes to the process model code are few, and are included in Appendix G as inactive code ("commented out"). The code that destroys received packets:

```
op_pk_destroy (pkptr);
```

(Appendix G, line 98)

is replaced by code that enqueues the packets according to their priority settings:

```
op_subq_pk_insert (pri_set, pkptr, OPC_QPOS_TAIL);
```

(Appendix G, line 105)

The user should realize that for the moment, no more code exists for the disposition of these enqueued packets; a long simulation simply accumulates packets and fills computer memory. The subqueues are infinite by default, but may be limited (using another on-screen menu) to demonstrate overflows. In that case, there is no code for the disposition of packets that are lost through buffer overflow, and these will simply accumulate in the host computer's memory as well. In sum, the user must be aware of the memory demands of OPNET® simulations.

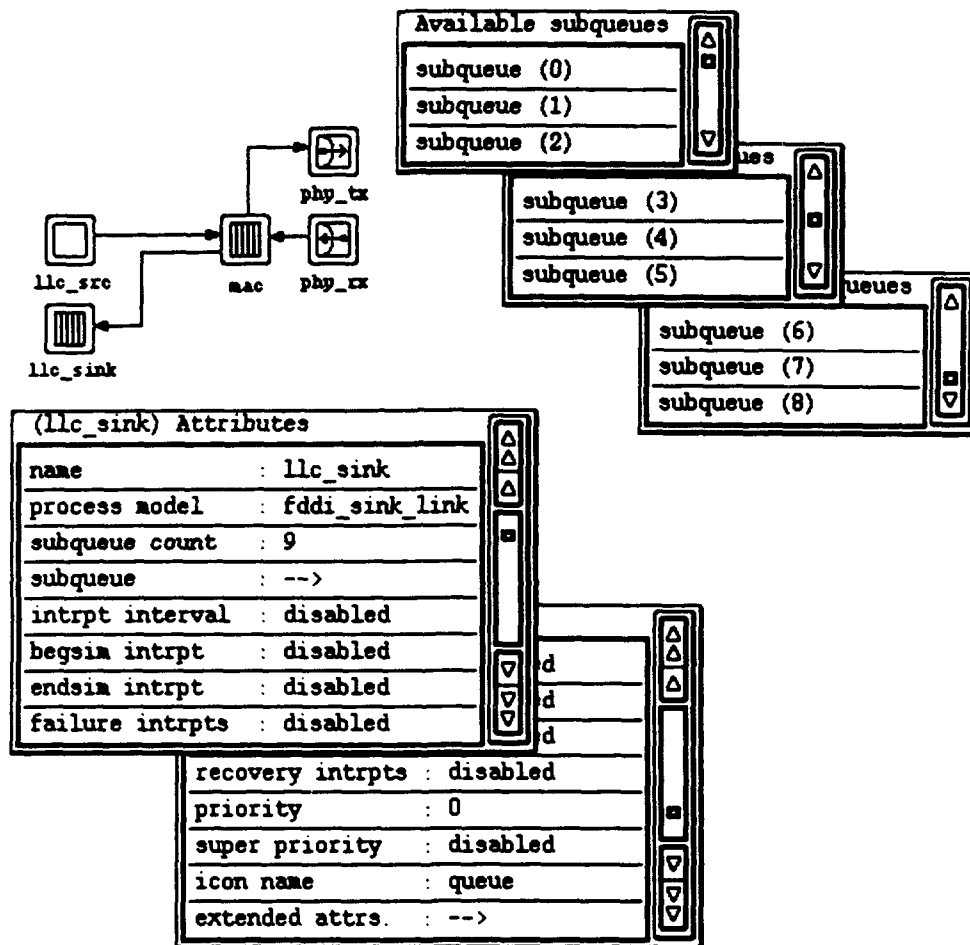


Figure 23. Modified Station Model, "fddi\_sink\_link"

## **E. MULTICAST**

### **1. Overview**

Multicast is the addressing of a packet to more than one station. Broadcast is a special case with the transmission of the packet to all stations. In the original model, a station desiring to send the same message to all stations would repeat the packet transmission for each destination station. Actually, this last is an abstraction; OPNET® simply generates packets from each station addressed to randomly generated destinations, with no indication that any particular transmission represents a copy of any previous transmission. However, the fact remains that each packet is addressed to only one station. In the actual FDDI protocol, each packet is passed from station to station until it reaches its destination, but then continues past its destination until it is finally removed from the ring by its originating station. The OPNET® simulation economizes on the number of simulation events (and therefore the simulation time) by having the destination stations remove the packets they receive. This occurs in the `mac` state `FR_REPEAT`, which also contains comments suggesting that the user may wish to overrule this economizing feature in the event that group addressing is desired. Figure 24 is the State Transition Diagram for the `mac` process, repeated from Figure 6 for the reader's reference. The state `FR_STRIP` includes the code by which an originating station removes packets that have completed a circuit of the LAN. It is not used in the original code, nor will it be used in the modifications described here.



The basic idea is as follows: rather than carry a destination address, each packet carries an array with a number of elements equal to the number of stations on the ring. These elements are simply ones and zeros, with a one indicating by its location that the packet is addressed to a station corresponding to that location. For example, in a five station LAN, the address field [0 1 0 1 1] would indicate the packet is addressed to stations one, three, and four (as in the case of indexing vector array elements, the stations on an N-station LAN in OPNET® are numbered from zero to N-1). As the packet is passed around the LAN, each station inspects this array, passing the packet on if the station is not designated a destination address. Destination addresses keep a copy of the packet's information, set their place in the address field to zero, then pass the packet on to the next station. The last destination address will destroy the packet after verification that only zeros remain in the destination address array, thereby preserving some of the economy gained in minimizing the number of events in the simulation. While the destination address array would need to be transported with each packet, OPNET®'s Kernel Procedures can only accommodate a pointer to the array. The following sections describe the changes necessary to effect multiple addressing. The reader is again referred to Appendices E, F and G, containing the ".C" files for the MAC, source, and sink process models, respectively. However, the implementation of multicasting involves no changes to the sink process model.



## **2. Environment File**

Each station is assigned a maximum and a minimum number of possible destination addresses to use in addressing each packet. The following are added to the Environment file:

```
"*.*.llc_src.min num addees": <user assigned integer>  
"*.*.llc_src.max num addees": <user assigned integer>
```

These will be called by the source process model's INIT state. Appendix H contains an example Environment file including these new attributes. The minimum number must be at least one, and the maximum should be no greater than N-1, where N is the number of stations (the logic written in the source model's code does not allow stations to address packets to themselves). If it is desired that some station generate no traffic, then the "arrival rate" field should be set to zero. Setting "min num addees" and "max num addees" to zero will only result in packets transmitted with no destination addresses assigned. Setting "max num addees" to a number greater than N-1 will cause an endless loop in the code that generates destination address assignments in the source process (the logic in the loop is, "assign x different destinations, but do not repeat any.").

## **3. Station Model**

The additions to the environment file must be added to the station model in the Node Editor, in a manner analogous to the method described in the discussion of prioritization (III.B.4.a. Station Model Changes). The steps required to add another attribute to the on-screen menu are not recounted here, but the desired final result is shown in

Figure 25. It is a good practice to save the changed station model under a new name, for example `<"fddi_sta_mult">`, until the user is certain that the modifications do more good than harm to the original model.

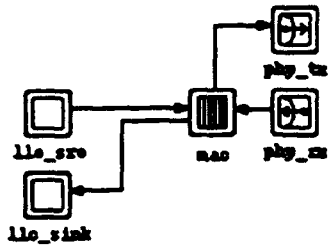
#### **4. Source Process Model**

A real packet on a real LAN would necessarily be self-contained, carrying with it all its destination addresses. However, the functions used to assign the packet address field in OPNET® will not support a vector structure, and so pointers to memory locations must be used, with these memory locations containing the destination addresses. The modifications to the source process to effect multiple addressing are summarized in the following sections. As is the case with the station node model, each of the process models should be saved under new names, for example `fddi_gen_mult`, as a matter of practice.

##### **a. Variables**

To begin, a global variable, `NUM_STATIONS`, is defined in the Header Block (it is also defined in the `mac` process model), to be used as a loop counter. This variable must be kept updated to accurately reflect the correct number of stations on the FDDI LAN. This is easily forgotten when different LANs are created, using the same station model with different numbers of stations.

As was mentioned, the destination address field, originally a single integer value, must now be made a pointer to an array of integers. Although "C" programming language treats the name of a vector array as the array's pointer, the established Kernel Procedures do not support the simple change of syntax. In short, a new variable, `*da_ptr` (destination address pointer), is declared as an integer pointer in the Temporary Variables



**(llc\_src) Attributes**

name	: llc_src
process model	: fddi_gen_mult
intrpt interval	: disabled
begsin intrpt	: enabled
endsin intrpt	: disabled
failure intrpts	: disabled
recovery intrpts	: disabled
priority	: 0

**(llc\_src) Attributes**

icon name	: processor
extended attr	: -->
high pkt priority	: promoted
low pkt priority	: promoted
min num addres	: promoted
max num addres	: promoted
low dest address	: promoted
high dest address	: promoted

Name	Unit	Type	Default
high pkt priority	none	integer	0
low pkt priority	none	integer	0
min num addres	none	integer	1
max num addres	none	integer	1

Figure 25. Multicast-Capable FDDI Station with Attributes Menus

(TV) editor. The original variable, `dest_addr`, is removed from the TV section, and declared with the State Variables (SV) as an array of integers, with dimensions `[NUM_STATIONS + 1]`.

In addition, variables to accompany the Environment file attributes are declared with the State Variables: `min_num_addees` and `max_num_addees`. The resemblance between these variables and the attributes they accompany is meaningless in respect to "C" language syntax, but is of course a useful memory aid to the user. The pointer `num_addees_dist_ptr` represents the value used in determining stochastic values. Also, the integer `num_addees` is declared in the State Variables, to represent the number of stations to which a given packet will be assigned. It is used as a loop counter, and will be different for each packet.

***b. Initialization State***

In the source model's Initialization state, the range bounding the number of destination addresses is determined with a call to the Environment file:

```
op_ima_obj_attr_get(my_id, "min num addees",  
                    &min_num_addees);  
op_ima_obj_attr_get(my_id, "max num addees",  
                    &max_num_addees);
```

(Appendix F, line 86)

These result in the assignment of the values from the Environment file to the addresses of the corresponding variables. A distribution is established with the following:

```
num_addees_dist_ptr = op_dist_load ("uniform_int",  
    min_num_addees, max_num_addees);
```

(Appendix F, line 114)

This value is used to generate streams of stochastic values, and is used in the ARRIVAL state.

*c. "ARRIVAL" State*

In the ARRIVAL state, the actual number of stations to receive the new packet is determined, and then a loop is used to choose these stations one at a time. Each loop iteration is very similar to the original procedure that was in place when only one station was assigned to each packet. The loop contains a provision to prevent the repeated assignment of the same station, and also to prevent the assignment of the originating station as a destination address. The following statement determines the number of destination addresses for a given packet.

```
num_addees = op_dist_outcome (num_addees_dist_ptr);
```

(Appendix F, line 172)

The following loop is used to find and assign the chosen stations:

```
for (i = num_addees; i > 0; i--)
{
    gen_packet:
    nix = op_dist_outcome (dest_dist_ptr);
    if (dest_addr[nix] == 1 || nix == station_addr)
    {
        goto gen_packet;
    }
    dest_addr[nix] = 1;
}
```

(Appendix F, line 174)

This loop continues to iterate until the specified number of stations, without repetition, is assigned.

Recall that the destination address array is declared with one element more than the number of stations in the LAN (`dest_addr [NUM_STATIONS + 1]`). Here, all the elements in the destination array must be shifted one space to the right, and a simple loop is used to set `dest_addr[i+1]` equal to `dest_addr[i]`, for `i` iterations. This step is necessary because the first array element will be overwritten with the array's memory address in the course of the packet's travels, as it is transmitted from one station, received by the next, and its destination address field is opened, inspected, then closed by each station in turn. This behavior is verified by use of the debug tool set to "fulltrace," accompanied by strategically placed `printf` statements. The author does not pretend to know why this happens. The array element shift is a deft enough way to sidestep the problem. However, all references in other states to the destination address array must be offset to accommodate this shift.

## 5. MAC Process Model

The MAC process model receives each packet, inspects it, and decides whether or not the packet is addressed to the station. In the original model, the packet is removed from the ring by the destination station, and relayed by other stations. With multicasting of packets, a third case arises, in which a station receives a packet addressed to it, but must also pass the packet on to other destination stations. A number of print commands are placed in the code, but left inactive. They are of much use in the verification of the model's operation.

### *a. Variables*

The same variable `NUM_STATIONS` used in the source model is also defined in the Header Block of the MAC. The user must remember to keep this value updated in both places when the same station model is used in a different size LAN. The destination address is changed from an integer into an open-ended array of integers, `dest_addr[]`, in the Temporary Variables editor. An integer pointer, `*da_ptr`, is declared as well.

### *b. Encapsulation State*

The Encapsulation state receives frames from the source process, and places them inside the format `fddi_mac_fr` for transmission on the LAN. An intermediate step is to inspect the frame received from the source for its destination address, which must be written into the encapsulating frame's destination address field as well. The original statement:

```
op_ici_attr_get (ici_ptr, "dest_addr", &dest_addr);
```

is unworkable with `dest_addr` in array form, which is why the pointer `*da_ptr` is declared.

Instead, the following is used:

```
op_ici_attr_get (ici_ptr, "dest_addr", &da_ptr);
```

(Appendix E, line 806)

followed by a loop assigning each element in the array a value from the corresponding element in the array found at address `da_ptr`. Vol. 5.0, *Simulation Kernel Manual*, discusses this command statement. This loop uses as a counter the value `NUM_STATIONS+1`, for the reason mentioned earlier: use of a `printf` statement would reveal that the first element in the array has been written over and replaced with a number representing the memory address of the array. Fortunately, the entire original array of zeros and ones has been shifted, so the first element is intact. Correspondingly, all references to the array from within the MAC process must be made with respect to this shift.

#### c. *Frame Repeat State*

The Frame Repeat state inspects each received packet and acts on one of three cases: the packet is addressed only to this station, or the packet is not addressed to this station at all, or the packet is addressed to this station and to other stations as well. The first two cases are already present in the original model, and require some simple modifications. The third case represents a significant change, requiring the addition of an entire block of code to the state, in which the packet information is copied first, then passed on to the next station.



The first statement in the **FR\_REPEAT** state opens the arriving packet's address field for inspection:

```
op_pk_nfd_get (pkptr, "dest_addr", &da_ptr);
```

(Appendix E, line 604)

Here, **&da\_ptr** has been substituted for the original **&dest\_addr**. As is the case in the **ENCAP** state, the arriving pointer is used to initialize the locally held destination address array:

```
for (i= 0; i < NUM_STATIONS+1; i++)  
    dest_addr[i] = da_ptr[i];
```

(Appendix E, line 610)

This destination address array is then passed through a loop to determine if it has more than one destination address, and to see if the element corresponding to this station is set to one, indicating the packet is addressed to this station. If the packet proves to be addressed to this station only, then the actions of the original code are carried out: relevant fields are copied to an ICI packet format for transmission to the sink process, then the packet is destroyed. If inspection of the destination address array shows the packet is not addressed to this station at all, the original code is again sufficient to place the packet back on the ring.

The third case represents a new situation. When the packet is addressed to this station and to others as well, the information must be saved here, and be transmitted onto the ring again. These actions are carried out with commands borrowed from the first two cases, and include some new considerations as well. The function **"op\_pk\_nfd\_get()"**

is used to retrieve data from specified fields in the packet. That is, it is a decapsulation function. When the data happens to be in a structure format, the function has the effect of destroying the information. This is an important point because the information must be preserved for retransmission. Therefore the function:

```
op_pk_nfd_get (pkptr, "info", &data_pkptr);
```

(Appendix E, line 719)

must be followed at some point with the statement:

```
info_ptr = op_pk_copy (data_pkptr);
```

(Appendix E, line 727)

in which `info_ptr` has been declared in the Temporary Variables to have the same type as the structure in the "info" field. When this information is summoned for re-encapsulation with the function:

```
op_pk_nfd_set (pkptr, "info", info_ptr);
```

(Appendix E, line 747)

the field information has been preserved. The other fields, "src\_addr", "dest\_addr", and "pri", do not require this procedure, since they are not lost with decapsulation. Two packets result: one is an ICI frame carrying the received information to the sink process, and the other is a re-encapsulated packet sent to the LAN. The station's last action before

re-encapsulating the destination address array is to zero its corresponding address element. The last station to receive the packet will destroy it, upon determining that only zeros remain in the destination address array (Appendix E, lines 644 and 692).

## **6. Limitation**

The primary limitation of the model with multicasting active is in the generation of throughput and delay statistics. As the code currently stands, each packet is counted by every station that receives it, leading to multiplication of throughput data. On the other hand, some use may possibly be made of this characteristic by comparing the tallied throughput against the actual offered load, as a measure of the effectiveness of the multicasting scheme. For example, a measured throughput of 100 Mbps versus a known offered load of 50 Mbps could indicate that multicasting effectively generates 50 Mbps without physically taxing the bandwidth capability of the FDDI LAN, since no additional packets are generated.

## IV. MODEL TESTING

This chapter provides several test results intended to verify the enhanced capabilities added to the basic FDDI station model in OPNET®. In addition to improving the performance and display features, the modifications must preserve the basic behavior to be useful. The tests presented here include an illustration of the model's treatment of synchronous and priority-based asynchronous traffic, a simple demonstration that the modified sink process does indeed store the traffic it receives, a check against theoretical performance equations, and a demonstration on the monitoring of multicast.

Not all of the modifications described in this thesis are incorporated simultaneously in all station models. The State Transition Diagram correction to the original `fddi_sink` process model is of course installed in all models that use the `llc_sink` node. Likewise, the patch for OPBUG is installed for all MAC model versions. The generation of randomly differing priority assignments for all packets is closely interrelated to the generation of output statistics segregated by class and priority; both involve extensive modifications to the original process models for the source, sink and MAC, which are stored as `fddi_gen`, `fddi_mac`, and `fddi_sink`. (The actual file names found in the UNIX subdirectory have the suffix `".pr.m."` and when these are compiled, corresponding files with the suffix `".pr.c"` are created.) The original models of those names are retired under the ending `"_orig.pr.m."` Likewise, the original node-level station is stored under the name `fddi_sta_orig`, while `fddi_station` is the upgraded

version. The multicasting capability is stored in a separate station model, `fddi_sta_mult`, which includes the processes `fddi_mac_mult`, `fddi_gen_mult`, and `fddi_sink_mult`, and contains all of the other modifications as well. The multicast capability was the last feature installed for this thesis, and has not been completely developed.

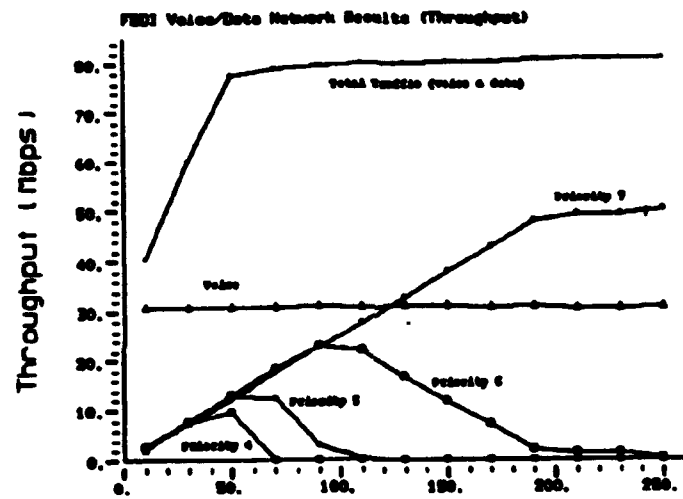
## **A. SYNCHRONOUS THROUGHPUT**

### **1. Overview**

This test was motivated by an earlier study, in which a software simulation tool was used to demonstrate the effect of increasing offered load on the asynchronous and synchronous throughput of an FDDI LAN. Using the Block Oriented Network Simulator (BONeS<sup>®</sup>), Tari et. al. were able to show that synchronous throughput does not degrade appreciably, even when the offered load is well in excess of 100 Mbps. They were able further to show the decay in throughput suffered in the asynchronous priority levels as offered load is increased. Figure 26 is taken from this study. In addition to providing an idea of expected performance, this figure also highlights the fact that in its original form, OPNET<sup>®</sup>'s FDA model provides no method to display any throughput data other than the overall performance parameters, total throughput, total mean delay, and total end-to-end delay.

### **2. Setup**

The set up was intended to imitate the older experiment as closely as possible. Ten simulations were conducted using the same 50-station LAN. Ten stations (`f0`, `f5`, `f10`, `f15`, `f20`, `f25`, `f30`, `f35`, `f40`, `f45`) were designated "constant" generators.



**Figure 26.** Throughput Measurements Using BONEs® (Tari, et. al., 1988, p. 58)

That is, they were modified inside the source process "C" code to generate packets at a constant rate, rather than at an exponentially distributed approximation of the rate specified in the Environment file. These ten stations transmitted synchronous traffic only, while the other 40 stations were allocated no synchronous bandwidth, sending asynchronous traffic only. The synchronous stations generated 512-bit packets at a constant arrival rate of 6000 packets per second. The asynchronous stations transmitted 1000-bit packets, at a rate stepped so as to increase the total offered load by 10 Mbps in each simulation. Therefore, total offered load ranged from 40.72 Mbps to 140.72 Mbps over ten tests, with steady state data recorded in a data file of scalar data. TTRT was set to 10.7 ms, in order to support the delay of 50 stations on a 50 km ring while maintaining  $\sum SA_i \geq 10$  ms. This differed from the older study, for which a TTRT value of 8.0 ms was used, despite the authors' stated intention to model voice network traffic. As noted by Powers (1993, p.340), synchronous voice transmission requires that the token visit each voice transmitter every 20 milliseconds, resulting in  $\sum SA_i = 10$  ms. This in turn requires TTRT to exceed 10 ms by an amount sufficient to account for physical delays inherent to the ring fiber and the stations. Asynchronous priority threshold levels.  $T\_Pri[1]$ , in the INIT state of the MAC process code were set in increments of 0.125 TTRT, so that Priority 1 traffic transmission was cut off when THT incremented to 1.3375 ms, and Priority 8 traffic could be sent for the entire THT period. Recall that this incrementing THT is a function of OPNET, reversed from the decrementing timer described in most literature.

### **3. Results**

Figure 27 shows a plot of total throughput over a series of ten simulations in OPNET, demonstrating a roughly linear rise until the offered load begins to exceed 90 Mbps, which is in qualitative agreement with the older experiment, and agrees with results published by Dykeman and Bux (1988, pp. 1003-1007). This plot also serves to show off one of the model's improvements in data display, allowing "Offered Load" to be an abscissa for scalar plots.

Figure 28 illustrates the fact that synchronous bandwidth allocation is not affected by the asynchronous offered load; therefore, synchronous throughput remains nearly constant as the offered load is increased.

Figures 29-31 illustrate the effect of increasing offered load on the throughputs of asynchronous traffic at priority levels two, three, and four, respectively. No priority settings above four suffered any degradation within the range of offered load observed in this test. The decay of Priority 3 traffic at approximately 100 Mbps of offered load suggests that  $(3/8)\text{TTRT}$  may be a guiding point for setting priority thresholds that will take effect before the LAN's capacity is reached.

## **B. PRELIMINARY LINKING MODEL**

### **1. Overview**

The modifications made to the sink process as a step toward a bridging node are the simplest of all described in this thesis, and the testing of the finished model is also simple.



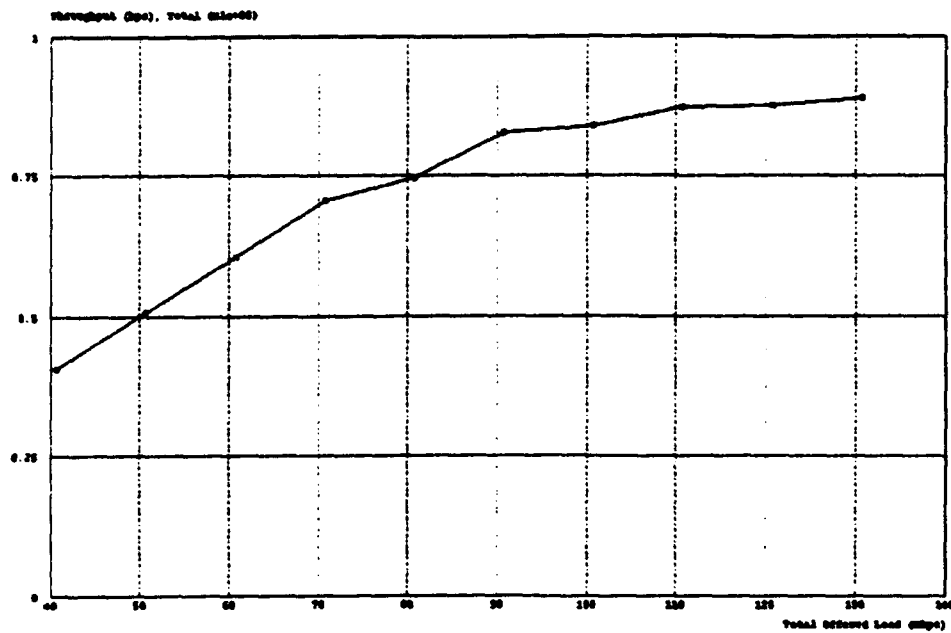


Figure 27. Total Throughput vs. Total Offered Load

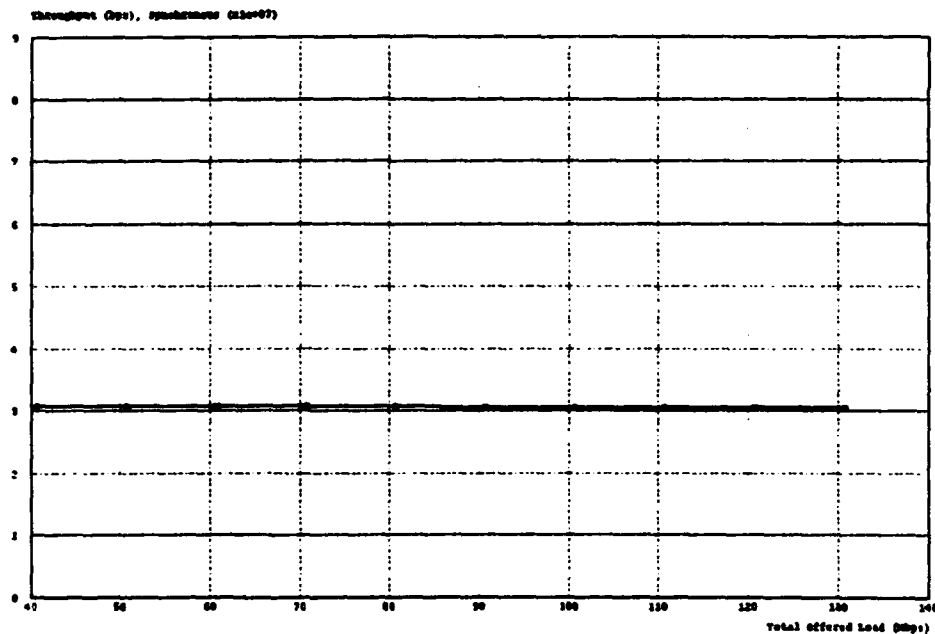


Figure 28. Synchronous Throughput vs. Total Offered Load

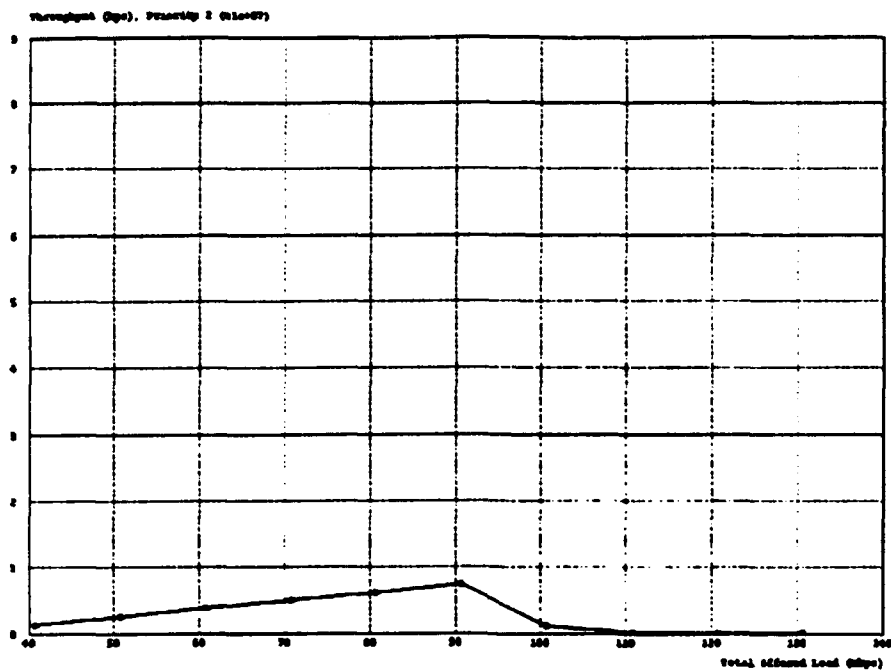


Figure 29. Priority Two Throughput vs. Total Offered Load

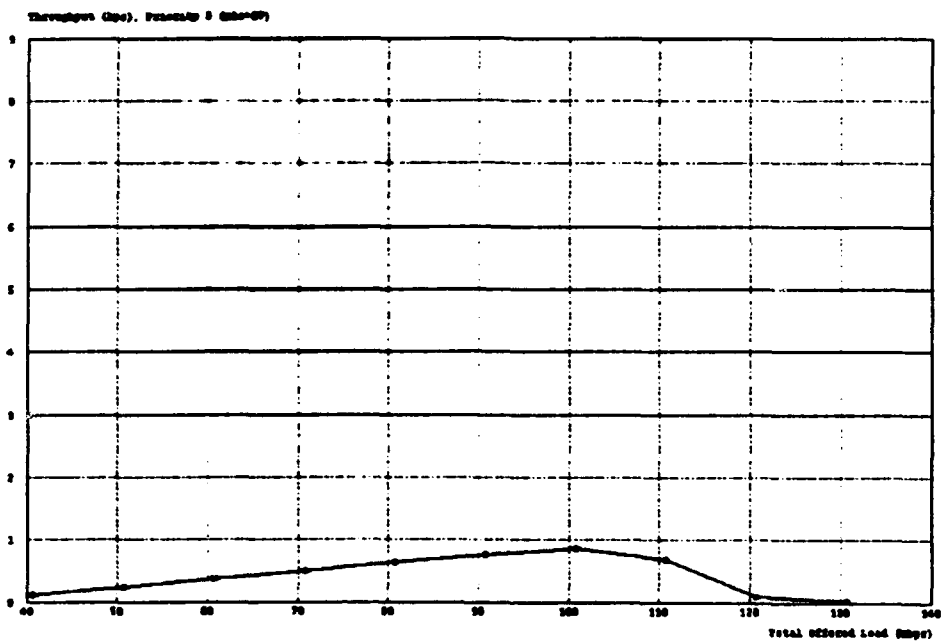


Figure 30. Priority Three Throughput vs. Total Offered Load

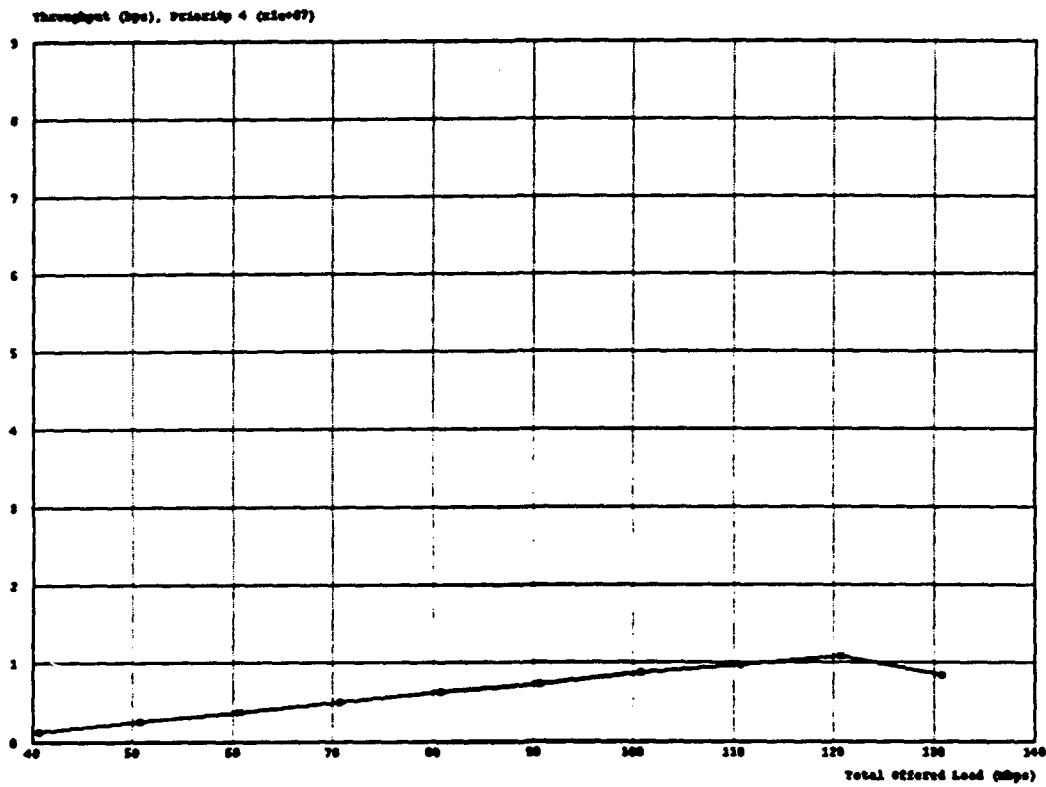


Figure 31. Priority Four Throughput vs. Total Offered Load

It is necessary only to show that all the traffic transmitted to the station is received and held. To demonstrate this action, a ten-station LAN was created, with station f9 designated the link node. The Environment file assignments were made so that all stations directed all traffic to station f9, which itself was not transmitting. A modest offered load was used to prevent an overload of packets in the simulation host computer's memory. All transmitting stations were assigned the same full range of asynchronous priority settings, and were assigned equal portions of synchronous bandwidth. Each of the buffers at station f9 should have then been seen to receive packets pre-sorted for eventual transmission. The Probe Editor was used to monitor "pksize," the number of packets in each subqueue of the modified sink process model.

## 2. Setup

The following calculations and Environment file settings in Table 1 were chosen as reasonable:

**Table 1. ENVIRONMENTAL FILE SETTINGS.**

packet size:	2000 bits
arrival rate:	10 pkt./sec.
offered load:	$9 \cdot 10 \cdot 2000 = 180,000$ bps.
TTRT (T_Req):	0.004 sec.
async mix:	0.9
prop delay:	$5.085 \times 10^{-06}$ sec./km. $\times$ 1 km.) = $5.085 \times 10^{-06}$ sec.
station latency:	$60.0 \times 10^{-08}$ sec.
D_Max:	$(5.085 \mu\text{sec.} \cdot 10) + (60.0 \times 10^{-08} \cdot 10) = 0.05685$ ms.
F_Max:	0.360 ms.
Token Time:	0.00088 ms.
synchronous BW:	$4 - (0.05685 + 0.360 + 0.00088) = 4 - 0.41773 = 3.58227$ ms.

Dividing bandwidth evenly among 9 stations gives the following:

$$\frac{3.58227 \text{ ms.}}{9 \text{ stations}} = 0.39803 \text{ ms./station.} \quad (2)$$

This result is compared with TTRT to determine the "sync bandwidth" attribute:

$$\frac{0.39803 \text{ ms.}}{4.0 \text{ ms.}} = 0.0995075 \text{ ms.} \quad (3)$$

which is a unitless fraction of TTRT.

### 3. RESULTS

The given parameters were applied, and the receiving buffers were inspected at the end of one second of simulation time. Figure 32 is the plot obtained illustrating the accumulation of packets in all nine subqueues. (Although all the plots may be placed in one panel, the data are divided into two panels for readability of the hardcopy). The plots show the following after one second:

**Table 2. SUBQUEUE ACCUMULATION**

subqueue(0):	13 packets
subqueue(1):	11 packets
subqueue(2):	10 packets
subqueue(3):	7 packets
subqueue(4):	7 packets
subqueue(5):	12 packets
subqueue(6):	11 packets
subqueue(7):	10 packets
subqueue(8):	9 packets
-----	
total:	90 packets

This agrees with the given packet generation rate of 90 packets/sec., and verifies that the preliminary linking model holds all received packets on station.

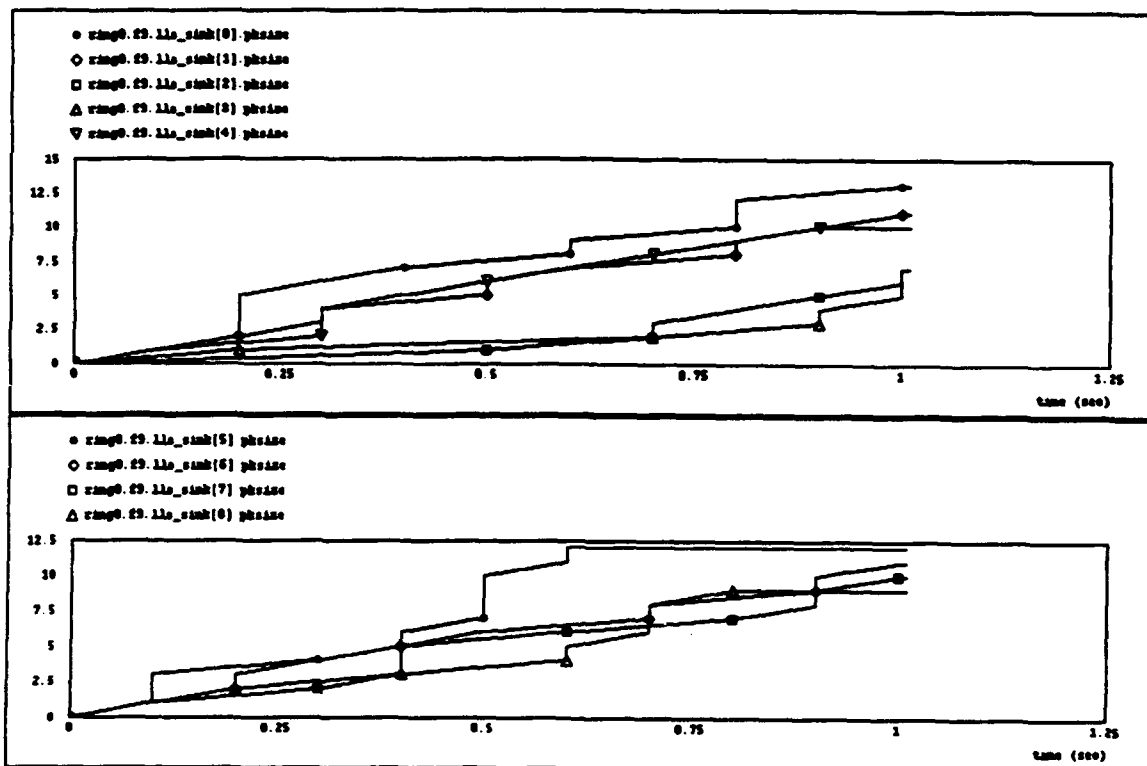


Figure 32. Packet Accumulation at Linking Model "fdi\_sink\_link"

## **C. SYNCHRONOUS TIMING**

### **1. Overview**

In order to preserve the real-time nature of synchronous traffic, the bandwidth allocated to a given station may not be exceeded. Although transmission time (bandwidth) may remain to a station, the protocol determines a priori whether the next packet transmission would cause the allotted bandwidth to be exceeded. If the bandwidth limit would be exceeded, then the station will not transmit. The code in the TX\_DATA state of the MAC process ensures OPNET's FDDI LAN models adhere to this behavior, as shown in the following simple experiment.

### **2. Setup**

A new LAN was created, using 13 stations on 91 km. of fiber, resulting in seven kilometers of fiber between stations. The odd figures were chosen in order to avoid symmetries in the arithmetic involved, thereby enhancing the instructional value of the test. All 13 stations were assigned an equal portion of the total available bandwidth for synchronous traffic, and all stations transmitted only synchronous traffic. Physical attributes were identical for each station. The following calculations apply:

**Table 3. 13-STATION LAN ENVIRONMENT SETTINGS.**

prop_delay:	7 km. • $5.085 \times 10^{-6}$ sec./km. = 0.0355950 ms.
station latency:	$60.0 \times 10^{-8}$ sec./station
F_Max :	0.360 ms.
D_Max :	(13 stations • $60.0 \times 10^{-8}$ sec./station) + (13 links • 0.035595 ms./link) = 0.4627428 ms.
Token_Time :	0.88 $\mu$ sec.
	D_Max + F_Max + Token_Time = 0.8236228 ms.
TTRT:	4.0 ms.
	$TTRT \geq \sum SA_i + 0.8236228 \rightarrow \sum SA_i \leq 3.1763772$ ms.

Divide the synchronous allotment evenly among 13 stations:

$$3.1763772 \text{ ms.} / 13 \text{ stations} = 0.2443367 \text{ ms./station.}$$

Given the standard transmission rate of 100 Mbps, each station may transmit 24,433 bits with its synchronous allotment. This bandwidth is converted to a fraction for the Environment file attribute "sync bandwidth":

$$\frac{0.2443367 \text{ ms.}}{4.0 \text{ ms.}} = 0.06108418 \quad (4).$$

For this test, all stations were constant transmitters. That is, the code for the source process was adjusted so that packet transmission rates and packet lengths were assigned invariant values, rather than stochastic approximations of the attributes assigned. A TTRT of 4 ms indicates 250 token passes per second, which was chosen as the packet arrival rate for all stations. Packet size was 24,000 bits, resulting in a total offered load of 78.0 Mbps. A larger packet size, for example 25,000 bits, should be too large to transmit, resulting in no throughput at all.



### **3. Results**

Figure 33 shows the resulting total throughput derived from the given setup. Invoking the "convert to text" attribute of the on-screen menu indicates a value of 77.7 Mbps after one second, with a slow rise still in progress. This is in close agreement with the offered load.

Figure 34 is an empty panel, accompanied by a text screen indicating that no throughput results when the packet size exceeds that allowed by the synchronous bandwidth assignment. In this case, packet size was increased to 25,000 bits. Arrival rate was also reduced to 100 packets/sec., resulting in a total offered load of 32.5 Mbps. Figure 35 illustrates the accompanying accumulation of packets in station f3's subqueue(8), which is reserved for synchronous traffic. The perfectly linear shape is a result of the constant arrival rate assignment.

## **D. ASYNCHRONOUS EFFICIENCY**

### **1. Overview**

A network's throughput efficiency is calculated from the following equations, which assume that only asynchronous traffic is being transmitted:

$$E = \frac{N(T-D)}{(TN+D)} \quad (5).$$

where:

$N$  = number of stations,

$T$  = TTRT and,

$D$  = ring latency (total time required for a token to circulate the ring in the absence of data traffic).

Ring latency  $D$  is in turn defined as

$$D = L\left(\frac{n}{c}\right) + N \cdot T_s \quad (6).$$

where:

$L$  = length of ring in kilometers

$n/c = 5.085 \times 10^{-6}$  sec./m.

$T_s$  = token processing time (0.88  $\mu$ s.)

(Powers, 1993, pp. 336-337; uses  $T_s = 1.0 \mu$ s. as a typical value)

The same 13 station, 91 km LAN described previously was used here, with the Environment file adjusted so that no synchronous bandwidth was assigned, and only asynchronous traffic was generated. Offered load was 78.0 Mbps. The given equations indicate the expected efficiency is 87.44%.

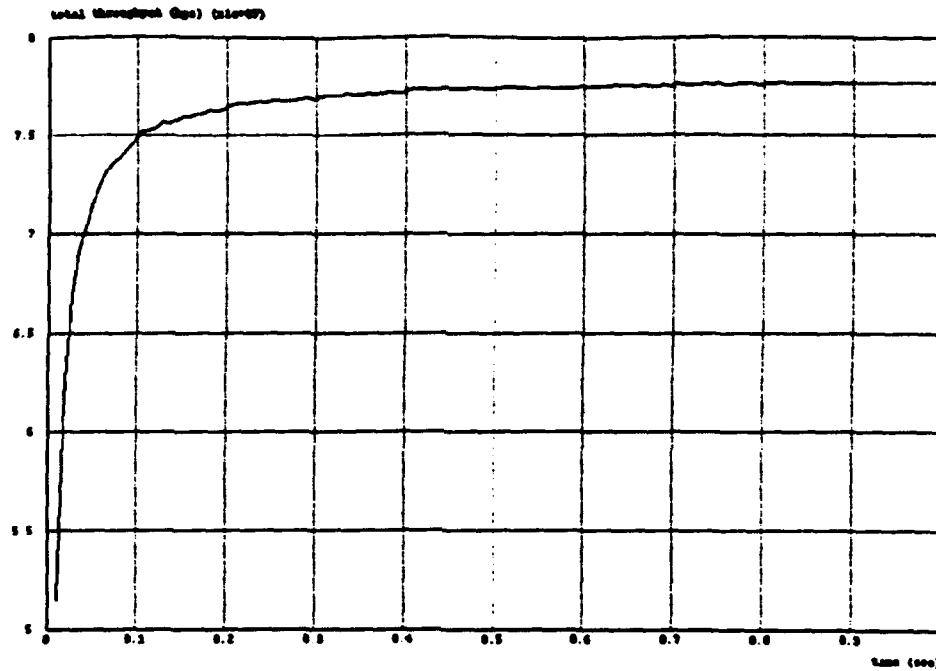


Figure 33. Synchronous Throughput: BW Exceeds Packet Transmission Time

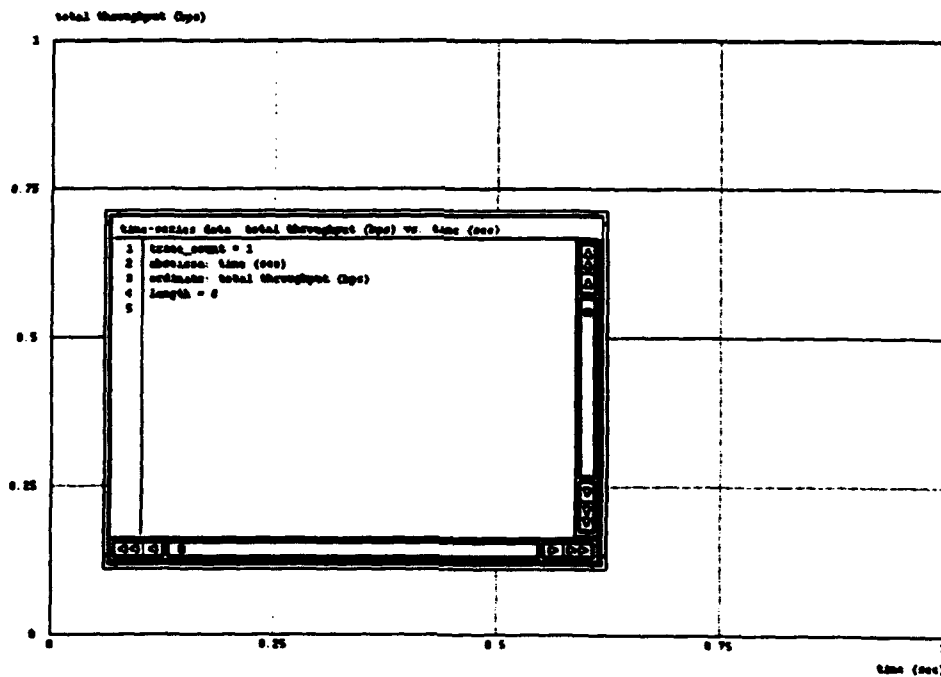


Figure 34. Synchronous Throughput: Packet Transmission Time Exceeds BW

## **2. Results**

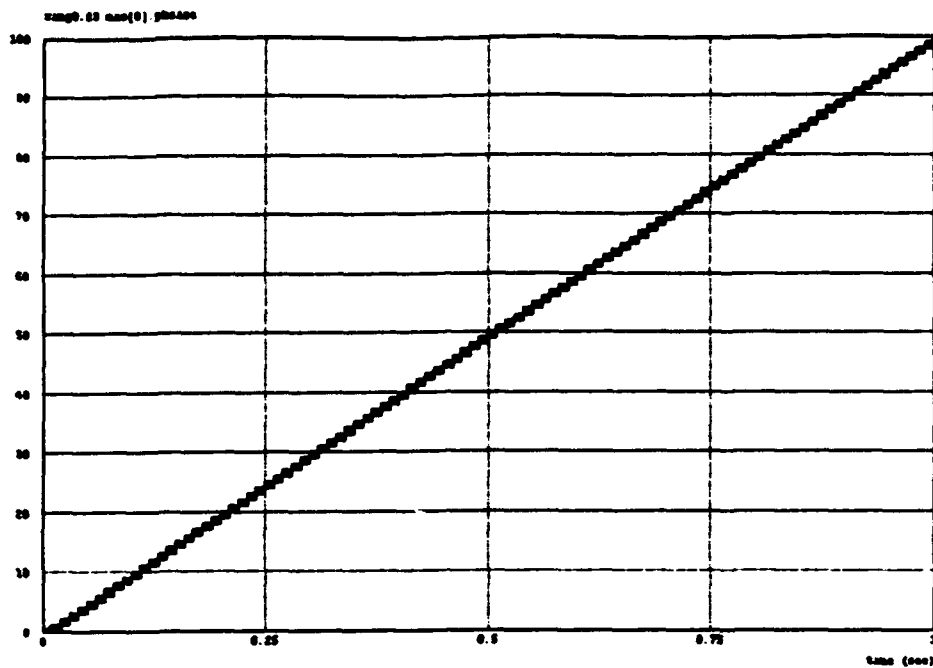
Figure 36 illustrates the resulting throughput, 68.48 Mbps, which is 87.79% of the offered load. This agrees quite well with the predicted throughput.

# **E. MULTICASTING**

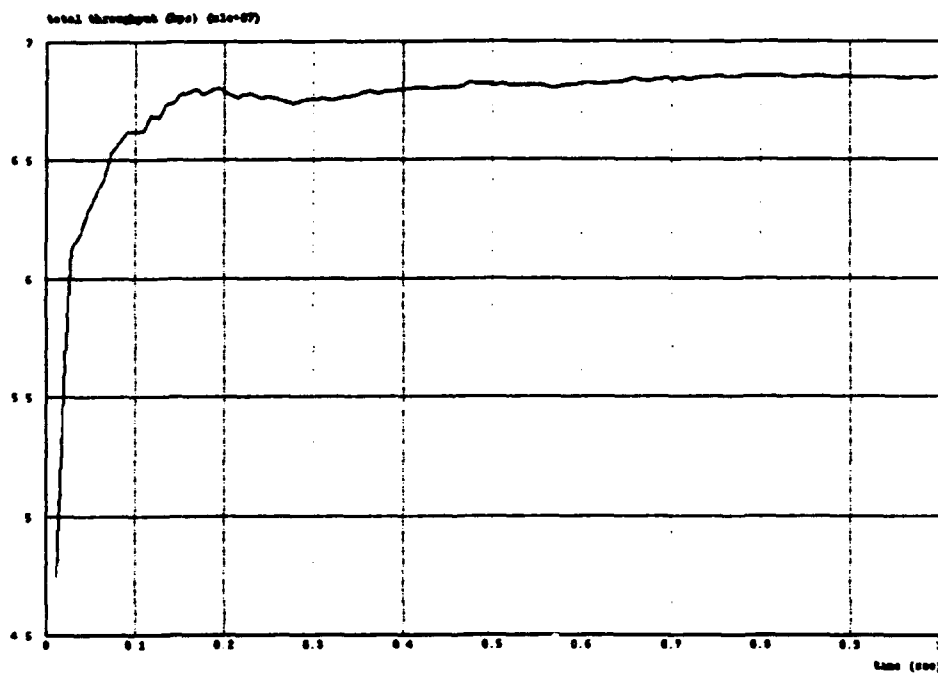
## **1. Overview**

The multicasting function is designed to assign to each packet a randomly chosen number of destination addresses, then to use this selected number as an index for a loop in which a different destination address is assigned on each iteration. Upon completion of the loop, a vector array of ones and zeros has been created, in which a one in position  $i$  indicates the packet is addressed to station  $f_i$ . Of course, a real transmitter would send many consecutive packets to the same set of addresses, in streams that comprise messages. However, this modification is in keeping with the original model's actions, which randomly assigned destinations on a packet-by-packet basis.

Preliminary tests indicated the model is not fully developed. Because no change was made to the statistics generation mechanism in the sink process model, the new model as written should have resulted in packets being counted toward total throughput each time they were received at a destination, giving an inflated throughput computation. On the other hand, this inflated figure could possibly be of value as a measure of "virtual throughput." In any event, tests indicate that throughput statistics are not being counted correctly. However, a study of the model's behavior using the debug tool in conjunction with "printf" statements



**Figure 35. Accumulating Synchronous Packets in MAC**



**Figure 36. Asynchronous Throughput**

indicated that no packets were being lost, and all stations seemed to carry out correctly the operation of receiving a multicast packet, saving the information, and passing the packet on to the next station.

Three tests are described here. The first is an attempt to reproduce the results generated for one of the simulations used in Section A, then uses the same input parameters to see if any differences exist in the handling of synchronous-only and asynchronous-only traffic. The second test compares all synchronous throughput with all asynchronous throughput. The third test is a verification that no packets are actually being lost. The fourth test is an attempt to generate a plot of expected throughput when one station broadcasts all its traffic.

The tests generally indicate that the multicast capable model, when limited to single addressing, does not behave in the same manner as the single-address-only model. In particular, throughput is lower than expected. Further development will be necessary to make the multicasting model a reliable tool.

## **2. First Test**

### ***a. Setup***

Figure 37 displays the throughput plots resulting from the third run in the set of simulations used to construct Figure 27. This test is based on the idea that if the multicast-capable model is limited to single addressing, and given the same input parameters provided in the earlier test, then the resulting throughput ought to be identical for total asynchronous and synchronous traffic. Therefore, the following inputs were used for a 50 station, 50 km. LAN using the multicasting station model.

Ten stations (f0, f5, f10, f15, f20, f25, f30, f35, f40, f45) transmit only synchronous traffic in 512-bit packets with a constant arrival rate of 6000 packets/sec, resulting in a synchronous offered load of 30.72 Mbps. The remaining 40 stations transmit asynchronous traffic only, in 1000-bit packets at an arrival rate of 750 packets/sec, for an asynchronous offered load of 30 Mbps. TTRT is set to 10.7 ms. For all stations, the Environment file attributes "min num addrees" and "max num addrees" are both set to 1, enforcing the limit of one destination address per packet. Appendix H shows the Environment file used here.

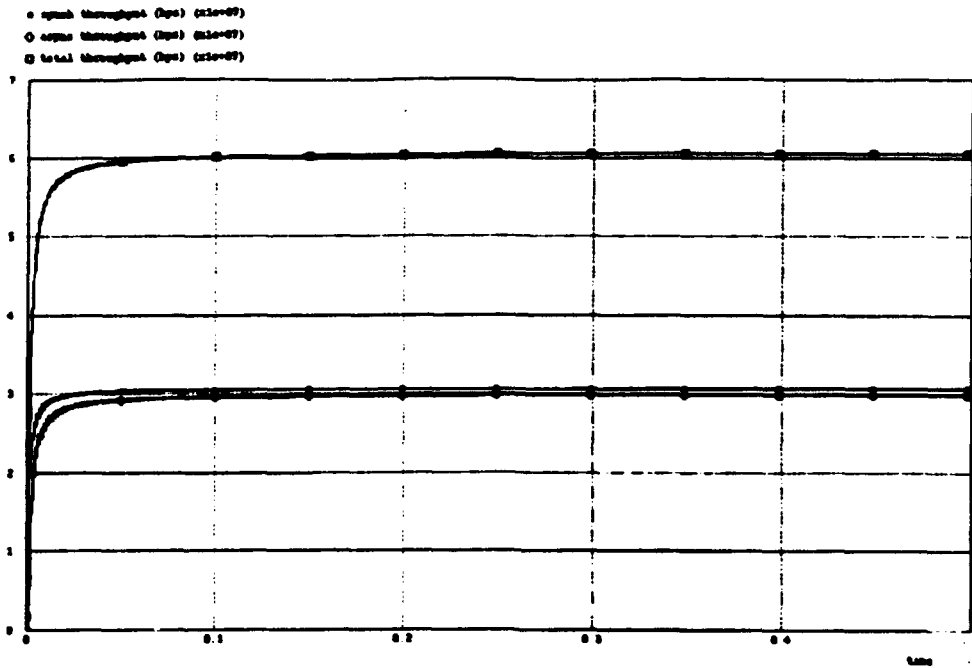
**b. Results**

Figure 38 illustrates the resulting throughput. Table 1 summarizes the throughput results for the two simulations. The unpredictable throughput of the multicast-capable model's synchronous and asynchronous modes would suggest some logic error in coding. The reduction in overall throughput suggests perhaps some difficulty with the simulation's timing mechanism.

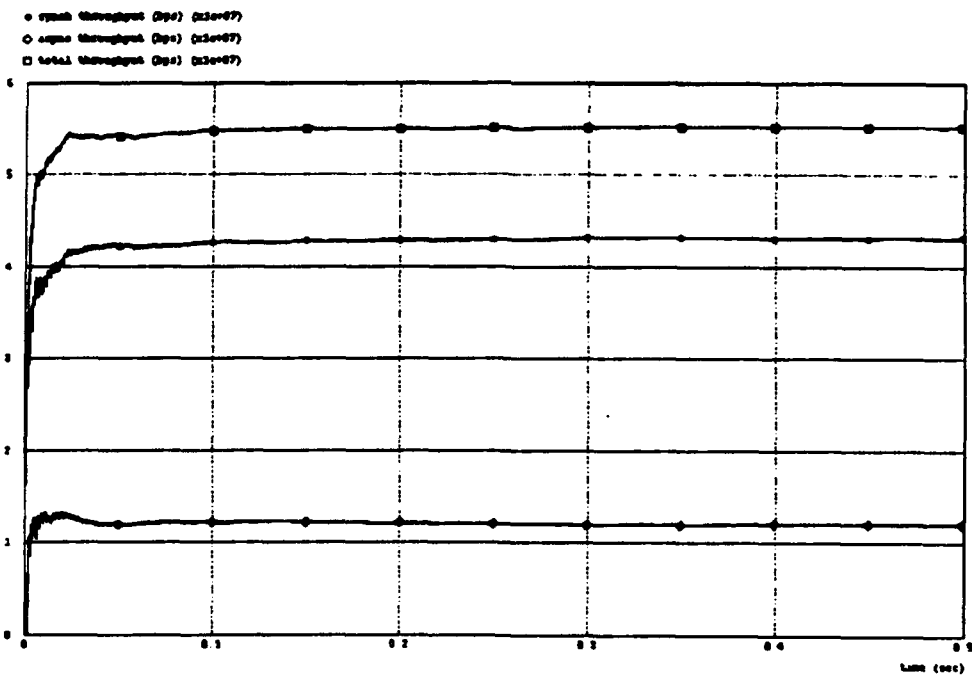
**Table 4. THROUGHPUT COMPARISON, FIRST TEST**

	<i>Offered Load</i>	<i>Single Address Capable</i>	<i>Multicast Capable</i>
<b>Total</b>	60.72 Mbps	60.60 Mbps	55.00 Mbps
<b>Synchronous</b>	30.72 Mbps	30.80 Mbps	43.00 Mbps
<b>Asynchronous</b>	30.00 Mbps	30.00 Mbps	12.00 Mbps

A real FDDI station would not generate destination addresses in the manner coded into the simulation model; the time required would be unreasonable. On the



**Figure 37. Throughputs: Single Addressing Only Stations**



**Figure 38. Throughput: Multicast Capable Stations, Single Addressing Mode**



other hand, although the simulation's execution is noticeably slowed by the extra events generated in the destination address assignment loop, the throughput rate should not be affected because the simulated passage of time is controlled by the Kernel Procedures. That is, one microsecond does not pass until the simulation has completed one microsecond's worth of events, at all points on the LAN. This is how simultaneous events around the LAN are conducted, one at a time. For example, a new packet arrival at station f7, and a packet destruction at station f23, and a token release at station f0 may all occur simultaneously. A study of the sequence of events, revealed through use of the debug facility, shows that the simulation's clock is incremented after these events are all completed, thereby modeling simultaneous events. The eight percent reduction in total throughput may indicate the simulation timer is proceeding without waiting for the completion of the loop.

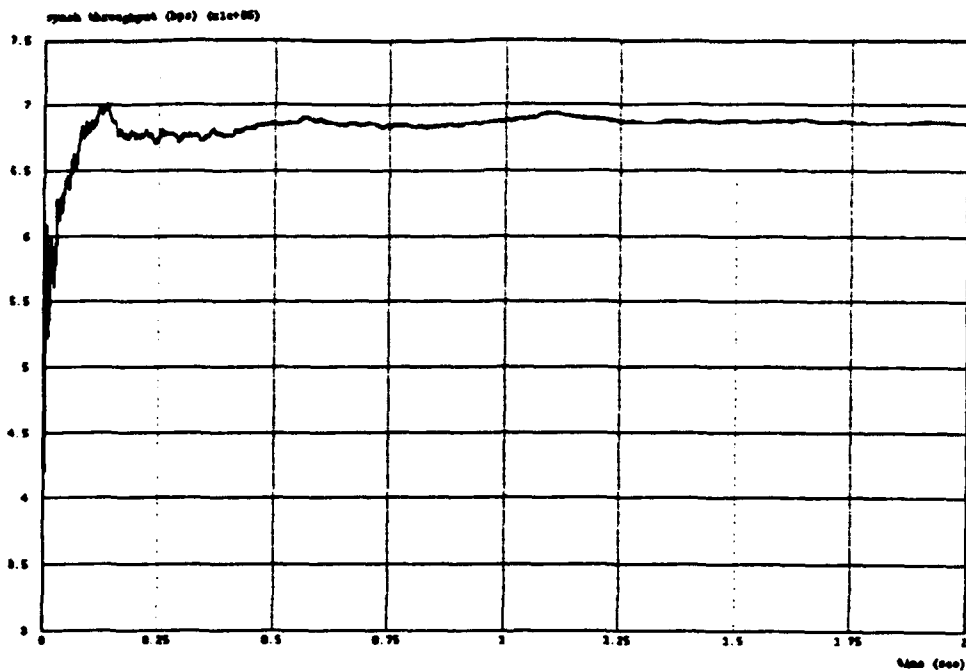
### **3. Second test**

#### ***a. Setup***

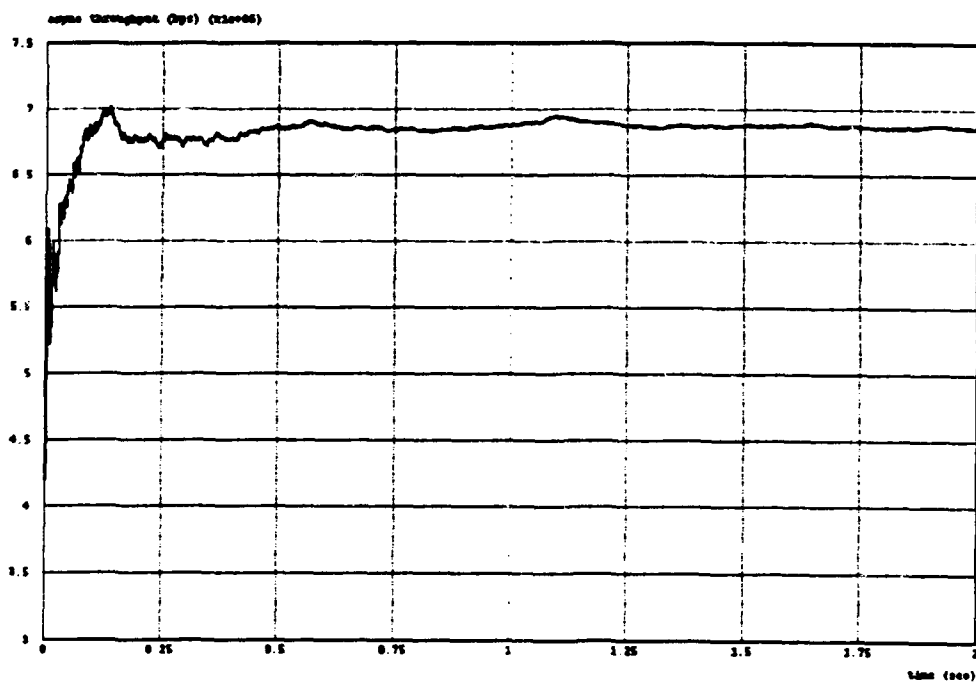
This test was intended to compare the throughput resulting from two nearly identical simulations, in which the first involved only synchronous traffic, and the second involved only asynchronous traffic. A ten-station LAN was created, with all stations having the same packet arrival rate (750 packets/sec) and packet size (1000 bits). As in the previous test, destination addresses were limited to one station per packet. TTRT was set to 4.0 ms.

#### ***b. Results***

Figure 39 and Figure 40 illustrate the throughputs resulting from 7.5 Mbps offered load of all-synchronous and all-asynchronous traffic, respectively. Interestingly, both plots are identical, suggesting perhaps that the disparate results of the previous test indicate



**Figure 39. Synchronous Throughput**



**Figure 40. Asynchronous Throughput**

a coding error whenever mixed loads of synchronous and asynchronous traffic must be tracked simultaneously. Also noteworthy is the fact that the resulting throughput in both cases, 6.86 Mbps, was 91.5% of the offered load. This is comparable with the previous test: the 55 Mbps throughput in Figure 38 represents 91.7% of the 60.72 Mbps offered load. Again, this suggests a coordination problem between the addressing loop and the simulation's timekeeping function.

#### **4. Third Test**

##### ***a. Setup***

This test was intended to compare the throughput from two different perspectives available. One result was generated in the familiar accounting procedure conducted in the sink process model, and the other result used the Probe Editor to place a monitoring probe on one of the station transmitter nodes, `phy_tx`. If the transmissions are arranged so that all traffic passes this node, then the result should be two identical throughputs.

The same LAN of ten multicast-capable stations was used, with only station `f9` transmitting, and with all of its traffic directed to station `f8`. In between, a probe was placed on the transmitter node of station `f7`. The packet arrival rate was 7500 packets/sec., and the packet length was 1000 bits, giving an offered load of 7.5 Mbps, all of which was asynchronous, with the full range of prioritization available. TTRT was 4.0 ms.

##### ***b. Results***

Figure 41 shows a roughly constant difference of approximately 0.15 Mbps between the throughput monitored from the physical transmitter and that calculated in the

receiving station's sink process. The irregular plots are unusual, since the simulations normally show a smooth steady state after less than half a second. Significantly, both curves remain close to the offered load, though they are jagged.

The 40 bits per packet overhead (created in the Parameter Editor, where the fields "fc", "src\_addr." and "dest\_addr" are assigned sizes of 8, 16 and 16 bits, respectively) is a possible source of disparity, although a difference of 0.3 Mbps would be expected in that case ( $7500 \times 40$ ). A study of the sink process model shows that overhead is not included in throughput calculations, while the probes do count the bits in the encapsulating packet structure. As before, the problem requires more study.

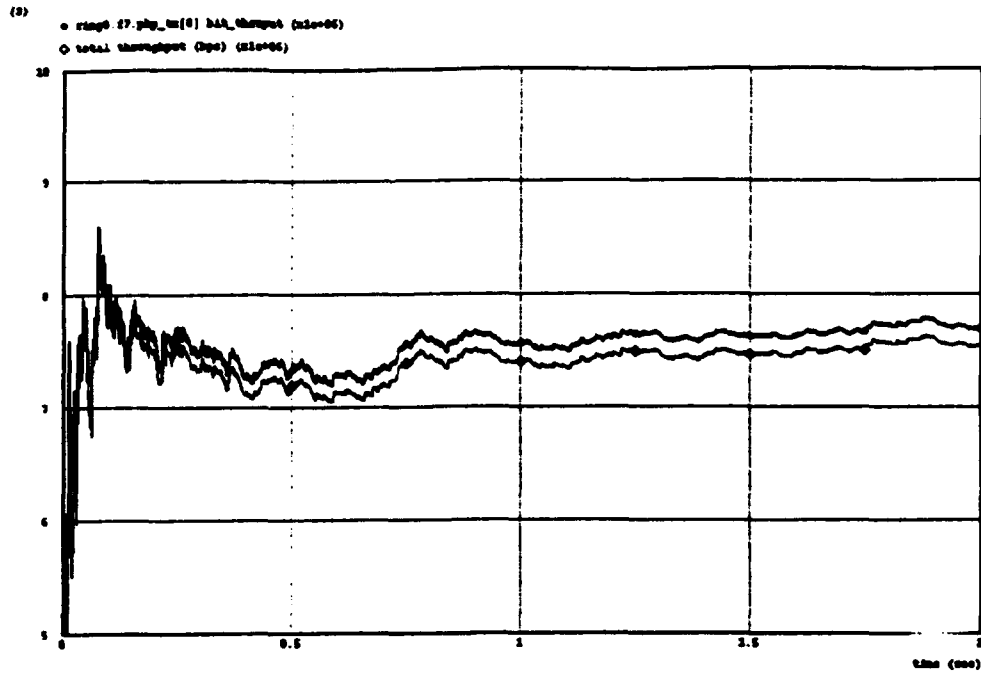
## **5. Fourth Test**

### ***a. Setup***

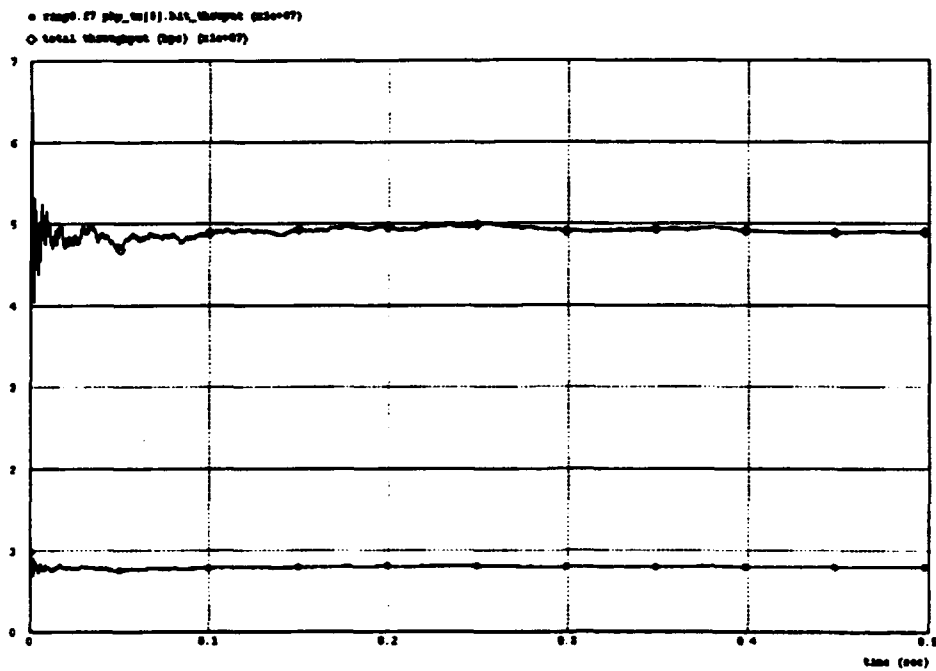
A final test of the expected throughput of the multicast-capable model actually observed the multicasting facility, or more exactly, the broadcasting facility of the model. Again, a ten station LAN was used, with only one station transmitting, with TTRT set to 4.0. This transmitter, station f7, generated 7500 packets at 1000 bits per packet, for a total offered load of 7.5 Mbps, all asynchronous. In addition, each packet was addressed to all nine of the other stations, which would be expected to yield a throughput of 67.5 Mbps. (The throughput statistics are gathered by comparing timestamps at the receipt of a packet with the packet's creation time, which is carried as a field in the fddi\_11c\_fr packet format).

**b. Results**

Figure 42 illustrates the actual result. The probe at station f7's "phy\_tx" node reflects the offered load of 7.5 Mbps with reasonable accuracy. However, the expected throughput of 67.5 Mbps was not nearly realized. The throughput plotted, 48.9 Mbps, represents 72.44% of the predicted amount. Again, this indicates a need to further develop the model, and to better define the meanings of throughput and offered load when packets are addressed to more than one station at a time.



**Figure 41. Throughput from Two Vantage Points**



**Figure 42. Broadcast from One Station**

## **V. CONCLUSIONS AND RECOMMENDATIONS**

### **A. CONCLUSIONS**

This thesis has been directed to two main purposes: to explain the use and operation of OPNET's FDDI LAN simulation, and to describe the changes that were installed in the model in order to make it a more useful, accurate and versatile tool for the Common Data Link project. Both goals share another common objective, which is to develop and document the "corporate knowledge" of the CDL working group which will continue to work with the model studied here.

One immediate conclusion is the observation that OPNET is a powerful and flexible tool, but it requires much time and study to be used effectively. Where desired model attributes are lacking, the patient user may code his or her own. The following are the accomplishments documented with this thesis:

1. Throughput, mean delay, and end-to-end delay data are recorded separately and may be displayed separately for synchronous packet traffic and each priority level of asynchronous packet traffic. In addition, two new scalar plot axes, "Asynchronous Offered Load" and "Total Offered Load" are available for the display of LAN performance data in relation to usage.
2. The FDDI station model is capable of randomly choosing different priority threshold settings to assign to generated asynchronous packets, where before the

model was bound to one setting per simulation. This modification allows an additional measure of flexibility in assigning the transmission characteristics of an FDDI LAN.

3. A rudimentary linking node has been created, which accumulates received traffic in buffers for eventual transmission to another LAN.
4. A multicasting capability has been added to the FDDI station model, enabling packets to be addressed to more than one destination station. Preliminary tests and studies indicate the model correctly generates, transmits, receives, and disposes of the multicast packets, although unexpected throughput data suggest the model possibly has coding inaccuracies or improper interfacing of simulation timing and destination address generation.
5. A modest series of preliminary tests verifies the continuing valid operation of the modified models, for the most part.
6. A significant number of unexpected features of OPNET's FDDI LAN model are documented, for the benefit of those researchers continuing to work on the CDL project.

## B. RECOMMENDATIONS

Because the eventual goal of the work begun in this thesis is the development of a large scale model simulation for a Network Interface, the development of the FDDI LAN model may be expected to continue. The following are some possible areas for further development:



1. As mentioned, the multicasting feature yields unexpectedly low throughput. The complex nature of the changes made to the code to enable multicasting suggests the likelihood of some logic error or timing interface discrepancy. This ought to be found and corrected.
2. The testing presented in this thesis is only preliminary, and could well be expanded upon. Because of time constraints, delay characteristics were not addressed at all.
3. The buffered subqueues of the preliminary bridging model are infinite by default, but may be assigned limits through the use of on-screen attributes. The code currently has no provision for the proper disposal of packets lost to buffer overflows; lost frames will fill the host terminal's memory until none remains. A related but separate issue is the fact that there is no retransmission protocol in effect for the current model.

## APPENDIX A. FILE RETRIEVAL VIA FTP

The following is an excerpt from a screen dialogue demonstrating access to MIL 3

Inc.'s bulletin board, movement among subdirectories, and retrieval of files.

```
sun24:/home3/nix
% ftp
ftp> open
(to) mil3.com
Connected to mil3.com.
220 rmaxwell FTP server (SunOS 4.1) ready.
Name (mil3.com:nix): anonymous
331 Guest login ok, send ident as password.
Password: nix@ece.nps.navy.mil
230 Guest login ok, access restrictions apply.
ftp> dir
200 PORT command successful.
150 ASCII data connection for /bin/ls (131.120.20.124,2926) (0 bytes).
total 18
-rw-r--r--  1 0      100   2110 Jul 21 00:32 FTP.instructions
-r--r--r--  1 0      1    5135 Jan 21  1992 README.OPSIG
dr-xr-xr-x  2 0      1    512 Jan 14  1992 bin
dr-xr-xr-x  2 0      1    512 Jan 14  1992 dev
dr-xr-xr-x  2 0      1    512 Jan 14  1992 etc
drwxr-xr-x  5 0      1    512 Oct 27  1992 examp
drwx--x--x  2 0      1    512 Dec 20 16:40 incoming
dr-xr-xr-x 10 0      1    512 Dec 23 17:34 model_depot
drwxr-xr-x 10 0      1    512 Dec 15 10:09 patches
drwxrwxrwx  3 0      1    512 Dec 29 03:05 tmp
dr-xr-xr-x  3 0      1    512 Jan 14  1992 usr
226 ASCII Transfer complete.
700 bytes received in 3.1 seconds (0.22 Kbytes/s)
ftp> get README.OPSIG
200 PORT command successful.
150 ASCII data connection for README.OPSIG (131.120.20.124,2927) (5135
bytes).
226 ASCII Transfer complete.
local: README.OPSIG remote: README.OPSIG
5257 bytes received in 6.8 seconds (0.75 Kbytes/s)
ftp> cd patches
250 CWD command successful.
ftp> dir
200 PORT command successful.
150 ASCII data connection for /bin/ls (131.120.20.124,2928) (0 bytes).
total 8
```

```

drwxr-xr-x 6 101 1 512 Mar 10 1993 2.3.L
drwxr-xr-x 4 101 100 512 Apr 2 1993 2.3.Lhp
drwxr-xr-x 6 101 1 512 Sep 24 22:42 2.3.M
drwxr-xr-x 4 101 1 512 Dec 6 18:37 2.4.A
drwxr-xr-x 5 101 1 512 Dec 17 22:32 2.4.B
drwxr-xr-x 4 101 1 512 Jan 29 1993 2.4.beta2
drwxr-xr-x 13 101 1 512 Apr 26 1993 2.4.beta3
drwxr-xr-x 5 101 1 512 Jun 10 1993 2.4.beta4
226 ASCII Transfer complete.
511 bytes received in 0.63 seconds (0.8 Kbytes/s)
250 CWD command successful.
ftp> cd 2.4.B
250 CWD command successful.
ftp> dir
200 PORT command successful.
150 ASCII data connection for /bin/ls (131.120.20.124,2934) (0 bytes).
total 3
drwxr-xr-x 2 101 100 512 Dec 15 10:11 opbug_2081
drwxr-xr-x 2 0 1 512 Dec 17 22:33 tsup_3139
drwxr-xr-x 2 0 1 512 Dec 17 20:15 tsup_3182
226 ASCII Transfer complete.
205 bytes received in 0.28 seconds (0.7 Kbytes/s)
ftp> cd opbug_2081
250 CWD command successful.
ftp> dir
200 PORT command successful.
150 ASCII data connection for /bin/ls (131.120.20.124,2935) (0 bytes).
total 57
-rw-r--r-- 1 101 100 3988 Dec 15 07:12 README
-rw-r--r-- 1 101 100 53379 Dec 15 07:12 fddi_mac.pr.m
226 ASCII Transfer complete.
141 bytes received in 0.22 seconds (0.62 Kbytes/s)
ftp> get README
200 PORT command successful.
150 ASCII data connection for README (131.120.20.124,2936) (3988
bytes).
226 ASCII Transfer complete.
local: README remote: README
4092 bytes received in 5 seconds (0.81 Kbytes/s)
ftp> bin
200 Type set to I.
ftp> get fddi_mac.pr.m
200 PORT command successful.
150 ASCII data connection for fddi_mac.pr.m (131.120.20.124,2937)
(53379 bytes).
226 ASCII Transfer complete.
local: fddi_mac.pr.m remote: fddi_mac.pr.m
53388 bytes received in 64 seconds (0.81 Kbytes/s)
ftp> quit

```

## APPENDIX B. PACKET AND ICI FRAME STRUCTURES

The following packet structures are used in the FDDI LAN model.

### A. PACKET FORMATS

#### 1. "fddi\_llc\_fr"

Field Name	Type	Size (bits)	Default Value	Default Set
-----	----	-----	-----	-----
cr_time	double	0	0.0	set
pri <sup>Note</sup>	integer	0	0	unset

Note: Added to allow generation of statistics related to prioritized traffic

#### 2. "fddi\_mac\_fr"

Field Name	Type	Size (bits)	Default Value	Default Set
-----	----	-----	-----	-----
fc	integer	8	-	unset
src_addr	integer	16	-	unset
dest_addr	integer	16	-	unset
info	packet	-1	-	unset
svc_class	integer	0	-	unset
pri	integer	0	-	unset
tk_class	integer	0	-	unset

#### 3. "fddi\_mac\_tk"

Field Name	Type	Size (bits)	Default Value	Default Set
-----	----	-----	-----	-----
fc	integer	8	-	unset
class	integer	0	-	unset
res_station	integer	0	-	unset

## B. ICI FORMATS

### 1. "fddi\_mac\_ind"

Attribute Name	Type	Default
-----	----	-----
src_addr	integer	0
dest_addr	integer	0

### 2. "fddi\_mac\_req"

Attribute Name	Type	Default
-----	----	-----
svc_class	integer	0
dest_addr	integer	0
pri	integer	0
tk_class	integer	0

## APPENDIX C. EXAMPLE ENVIRONMENT FILE

### FOR 32-STATION FDDI LAN

```
# fddi32.ef
# sample simulation configuration file for fddi example model
# 32 station network

#*** Attributes related to loading used by "fddi_gen" ***

# station addresses
*.*.f0.mac.station_address: 0
*.*.f1.mac.station_address: 1
*.*.f2.mac.station_address: 2
*.*.f3.mac.station_address: 3
*.*.f4.mac.station_address: 4
*.*.f5.mac.station_address: 5
*.*.f6.mac.station_address: 6
*.*.f7.mac.station_address: 7
*.*.f8.mac.station_address: 8
*.*.f9.mac.station_address: 9
*.*.f10.mac.station_address: 10
*.*.f11.mac.station_address: 11
*.*.f12.mac.station_address: 12
*.*.f13.mac.station_address: 13
*.*.f14.mac.station_address: 14
*.*.f15.mac.station_address: 15
*.*.f16.mac.station_address: 16
*.*.f17.mac.station_address: 17
*.*.f18.mac.station_address: 18
*.*.f19.mac.station_address: 19
*.*.f20.mac.station_address: 20
*.*.f21.mac.station_address: 21
*.*.f22.mac.station_address: 22
*.*.f23.mac.station_address: 23
*.*.f24.mac.station_address: 24
*.*.f25.mac.station_address: 25
*.*.f26.mac.station_address: 26
*.*.f27.mac.station_address: 27
*.*.f28.mac.station_address: 28
*.*.f29.mac.station_address: 29
*.*.f30.mac.station_address: 30
*.*.f31.mac.station_address: 31
```

```

*.*.mac.ring_id :0

# destination addresses for random message generation
*.*.llc_src.low dest address" : 0
*.*.llc_src.high dest address" : 31

#"top.ring0.f0.llc_src.low dest address" :
#"top.ring0.f0.llc_src.high dest address" :

# arrival rate(frames/sec), and message size (bits) for random message
# generation at each station on the ring.
*.*.arrival rate" : 200
*.*.mean pk length" : 500

# set the proportion of asynchronous traffic
# a value of 1.0 indicates all asynchronous traffic
*.*.async_mix" : 1.0

#*** Ring configuration attributes used by "fddi_mac" ***

# allocate percentage of synchronous bandwidth to each station
# this value should not exceed 1 for all stations combined; OPNET does
not
# enforce this; 01FEB94: this must be less than 1; see equation below

*.*.mac.sync bandwidth" : 0.0
# *.f0.mac.sync bandwidth" : .0935487

*.*.mac.T_Req" : .010

# Index of the station which initially launches the token
"spawn station": 0

# Delay incurred by packets as they traverse a station's ring interface
# see Powers, p. 351 for a discussion of this (Powers gives 1usec,
# but 60.0e-08 agrees with Dykeman & Bux)
station_latency: 60.0e-08

# Propagation Delay separating stations on the ring.
prop_delay: 5.085e-06

#*** Simulation related attributes

# Token Acceleration Mechanism enabling flag.
# It is recommended that this mechanism be enabled for most situations
accelerate_token: 1
seed: 10

# Run control attributes
duration: 5

```

```
verbose_sim:      TRUE
upd_int:          .1
os_file:          fddi32mod

ov_file:          fddi32mod
# Opnet Debugger (odb) enabling attribute
# debug:          TRUE
```



## APPENDIX D. DEBUG TOOL EXCERPT

The following is an excerpt from the debugger in fulltrace, showing the arrival and reception of a message traffic packet at its destination address. In this case, station f11 has sent a packet to station f31. The packet has been passed "hand to hand" through each station in between, with the simulator enacting every step along the way. Note that when reception is complete, the simulation returns to station f11, which still has the token.

```
_____ (ODB 2.4.A: Event) _____  
* Time   : 0.995744186808 sec. [00d 00h 00m 00s . 995ms 744us  
186ns 808ps]  
* Event  : execution ID (461704), schedule ID (#502933), type  
(self intrpt)  
* Source : execution ID (461703), top.ring0.f30.phy_tx (pt-pt  
transmitter)  
* Data   : code (0)  
> Module : top.ring0.f30.phy_tx (pt-pt transmitter)  
odb> next
```

```
    * Kernel Action: Pt-Pt Transmitter object  
      Completing transmission of packet(s)  
      channel      (0)  
      packet ID    (4459)
```

```
_____ (ODB 2.4.A: Event) _____  
* Time   : 0.995744186808 sec. [00d 00h 00m 00s . 995ms 744us  
186ns 808ps]  
* Event  : execution ID (461705), schedule ID (#502934), type  
(remote intrpt)  
* Source : execution ID (461703), top.ring0.f30.phy_tx (pt-pt  
transmitter)  
* Data   : code (0)  
> Module : top.ring0.f31.phy_rx (pt-pt receiver)  
  
odb> next
```

```
    * Kernel Action: Pt-Pt Receiver object  
      Beginning reception of packet  
      channel      (0)
```

packet ID (4459)

(ODB 2.4.A: Event)

---

\* Time : 0.995744186808 sec. [00d 00h 00m 00s . 995ms 744us 186ns  
808ps]  
\* Event : execution ID (461706), schedule ID (#502935), type  
(remote intrpt)  
\* Source : execution ID (461703), top.ring0.f30.phy\_tx (pt-pt  
transmitter)  
\* Data : code (0)  
> Module : top.ring0.f31.phy\_rx (pt-pt receiver)

odb> next

\* Kernel Action: Pt-Pt Receiver object  
Completing reception of packet  
channel (0)  
packet ID (4459)

\* Kernel Action: Pt-Pt pipeline  
Calling (error) pipeline stage  
packet ID (4459)

\* op\_td\_get\_int (pkptr, tda\_index)  
packet ID (4459)  
TDA attribute (OPC\_TDA\_PT\_LINK\_OBJID)  
TDA value (82)

\* op\_ima\_obj\_attr\_get (objid, attr\_name, value\_ptr)  
objid (82)  
attr\_name (ber)  
value (0.0)

\* op\_pk\_total\_size\_get (pkptr)  
packet ID (4459)  
total size (25040)

\* op\_td\_set\_int (pkptr, tda\_index, value)  
packet ID (4459)  
TDA attribute (OPC\_TDA\_PT\_NUM\_ERRORS)  
TDA value (0 bit errs)

\* Kernel Action: Pt-Pt pipeline  
Calling (ecc) pipeline stage  
packet ID (4459)

\* op\_td\_is\_set (pkptr, tda\_index)  
packet ID (4459)  
TDA attribute (OPC\_TDA\_PT\_ND\_FAIL)

```

    tda is set (false)

* op_td_get_int (pkptr, tda_index)
  packet ID (4459)
  TDA attribute (OPC_TDA_PT_RX_OBJID)
  TDA value (734)

* op_ima_obj_attr_get (objid, attr_name, value_ptr)
  objid (734)
  attr_name (ecc threshold)
  value (0.0)

* op_pk_total_size_get (pkptr)
  packet ID (4459)
  total size (25040)

* op_td_get_int (pkptr, tda_index)
  packet ID (4459)
  TDA attribute (OPC_TDA_PT_NUM_ERRORS)
  TDA value (0 bit errs)

* op_td_set_int (pkptr, tda_index, value)
  packet ID (4459)
  TDA attribute (OPC_TDA_PT_PK_ACCEPT)
  TDA value (1)

* Kernel Action: Pt-Pt Receiver object
  Packet successfully received
  channel (0)
  packet ID (4459)

```

---

(ODB 2.4.A: Event)

---

```

* Time : 0.995744186808 sec, [00d 00h 00m 00s . 995ms 744us 186ns
808ps]
* Event : execution ID (461707), schedule ID (#502936), type
(stream intrpt)
* Source : execution ID (461706), top.ring0.f3l.phy_rx (pt-pt
receiver)
* Data : instrm (0), packet ID (4459)
> Module : top.ring0.f3l.mac (queue)

```

odb> next

```

* invoking process ("fddi_mac")

_____state (IDLE): exit executives_____

* op_intrpt_type ()
  intrpt type (stream intrpt)

```

```

* op_intrpt_strm ()
  active strm (0)

* op_pk_get (instrm_index)
  strm. index (0)
  packet ID   (4459)

* op_pk_nfd_get (pkptr, fd_name, value_ptr)
  packet ID   (4459)
  field name   (fc)
  value       (0)

* op_intrpt_type ()
  intrpt type (stream intrpt)

* op_intrpt_type ()
  intrpt type (stream intrpt)

* op_intrpt_strm ()
  active strm (0)

_____state (FR_RCV): enter executives_____

* op_pk_nfd_get (pkptr, fd_name, value_ptr)
  packet ID   (4459)
  field name   (src_addr)
  value       (11)

_____state (FR_RCV): exit executives_____

_____state (FR_REPEAT): enter executives_____

* op_pk_nfd_get (pkptr, fd_name, value_ptr)
  packet ID   (4459)
  field name   (dest_addr)
  value       (31)

* op_pk_total_size_get (pkptr)
  packet ID   (4459)
  total size   (25040)

* op_pk_nfd_get (pkptr, fd_name, value_ptr)
  packet ID   (4459)
  field name   (info)
  value       (pk id (4458))

* op_ici_attr_set (iciptr, attr_name, attr_value)
  ICI id      (81)
  attr name    (src_addr)
  value       (11)

```

```

* op_ici_attr_set (iciptr, attr_name, attr_value)
  ICI id      (81)
  attr name   (dest_addr)
  value       (31)

* op_ici_install (iciptr)
  ICI ID      (81)

* op_pk_send_delayed (pkptr, outstrm_index, delay)
  packet ID   (4458)
  stream index (1)
  delay       (0.0002504)

* op_pk_destroy (pkptr)
  packet ID   (4459)

* Kernel Action: Destroying Packet
  packet ID   (4459)

_____state (FR_REPEAT): exit executives_____

_____state (IDLE): enter executives_____

* returning from process ("fddi_mac")

```

---

(ODB 2.4.A: Event)

---

```

* Time   : 0.995886571808 sec. [00d 00h 00m 00s . 995ms 886us 571ns
808ps]
* Event  : execution ID (461708), schedule ID (#502837), type
(stream intrpt)
* Source : execution ID (461607), top.ring0.f11.mac (queue)
* Data   : instrm (0), packet ID (4457)
> Module : top.ring0.f11.phy_tx (pt-pt transmitter)

```

odb> next

## APPENDIX E. MAC "C" CODE:

### "fddi\_mac\_mult.pr.c"

The line numbering in this appendix is used for reference within this thesis only, and does not correspond with that seen in OPNET's text editors.

```
1  /* Process model C form file: fddi_mac_mult.pr.c */
2  /* Portions of this file Copyright (C) MIL 3, Inc. 1992 */

3  /* OPNET system definitions */
4  #include <opnet.h>
5  #include "fddi_mac_mult.pr.h"
6  FSM_EXT_DECS

7  /* Header block */
8  /* Define a timer structure used to implement */
9  /* the TRT and THT timers. The primitives defined to */
10 /* operate on these timers can be found in the */
11 /* function block of this process model. */
12 typedef struct
13 {
14     int          enabled;
15     double       start_time;
16     double       accum;
17     double       target_accum;
18 } FddiT_Timer;

19 /* 08FEB94: define the number of stations here. -Nix */
20 #define NUM_STATIONS 50

21 /* Declare certain primitives dealing with timer.s */
22 double         fddi_timer_remaining ();
23 FddiT_Timer*   fddi_timer_create ();
24 double         fddi_timer_value ();

25 /* Scratch strings for trace statements */
26 char           str0 [512], str1 [512];

27 /* define constants particular to this implementation */
28 #define FDDI_MAX_STATIONS      512
```

```

29  /* define possible values for the frame control field */
30  #define FDDI_FC_FRAME          0
31  #define FDDI_FC_TOKEN          1

32  /* define possible service classes for frames */
33  #define FDDI_SVC_ASYNC          0
34  #define FDDI_SVC_SYNC          1

35  /* define input stream indices */
36  #define FDDI_LLC_STRM_IN        1
37  #define FDDI_PHY_STRM_IN        0

38  /* define output stream indices */
39  #define FDDI_LLC_STRM_OUT        1
40  #define FDDI_PHY_STRM_OUT        0

41  /* define token classes */
42  #define FDDI_TK_NONRESTRICTED    0
43  #define FDDI_TK_RESTRICTED      1

44  /* Ring Constants */
45  #define FDDI_TX_RATE             1.0e+08
46  #define FDDI_SA_SCAN_TIME        28.0e-08

47  /* Token transmission time: based on 6 symbols plus 16 symbols of
48  preamble */
49  #define FDDIC_TOKEN_TX_TIME      88.0e-08

50  /* Codes used to differentiate remote interrupts */
51  #define FDDIC_TRT_EXPIRE          0
52  #define FDDIC_TK_INJECT          1

53  /* Define symbolic expressions used on transition */
54  /* conditions and in executive statements. */
55  #define TRT_EXPIRE (op_intrpt_type () == OPC_INTRPT_REMOTE &&
56  op_intrpt_code () == FDDIC_TRT_EXPIRE)

57  #define TK_RECEIVED phy_arrival && frame_control == FDDI_FC_TOKEN

58  #define RC_FRAME phy_arrival && frame_control == FDDI_FC_FRAME

59  #define FRAME_ARRIVAL
60  op_intrpt_type () == OPC_INTRPT_STRM &&
61  op_intrpt_strm () == FDDI_LLC_STRM_IN

62  #define STRIP my_address == src_addr

63  /* Define the maximum value for ring_id. This is the */
64  /* maximum number of FDDI rings that can exist in a */
65  /* simulation. Note that if this number is changed, */

```

```

66  /* the initialization for fddi_claim_start below must */
67  /* also be modified accordingly. */
68  #define FDDI_MAX_RING_ID      8

69  /* Declare the operative TTRT value 'T_Opr' which is the final */
70  /* negotiated value of TTRT. This value is shared by all stations */
71  /* on a ring so that all agree on its value. */
72  double      fddi_t_opr [FDDI_MAX_RING_ID];
73  #define      Fddi_T_Opr (fddi_t_opr [ring_id])

74  /* This flag indicates that the negotiation for the final TTRT */
75  /* has not yet begun. It is statically initialized here, and */
76  /* is reset by the first station which modifies T_Opr. */
77  /* Initialize to 1 for all rings. */
78  int          fddi_claim_start [FDDI_MAX_RING_ID] = {1,1,1,1,1,1,1,1};
79  #define      Fddi_Claim_Start (fddi_claim_start [ring_id])

80  /* Declare station latency parameters. */
81  /* These are true globals, so they do not need to be arrays. */
82  double      Fddi_St_Latency;
83  double      Fddi_Prop_Delay;

84  /* Declare globals for Token Acceleration Mechanism. */
85  /* Hop delay and token acceleration are true globals. */
86  double      Fddi_Tk_Hop_Delay;
87  int          Fddi_Tk_Accelerate = 1;

88  /* These are actually values shared by all nodes on a ring, */
89  /* so they must be defined as arrays. */
90  double      fddi_tk_block_base_time [FDDI_MAX_RING_ID];
91  #define      Fddi_Tk_Block_Base_Time (fddi_tk_block_base_time [ring_id])

92  int          di_tk_block_base_station [FDDI_MAX_RING_ID];
93  #define      Fddi_Tk_Block_Base_Station (fddi_tk_block_base_station
94  [ring_id])

95  int          fddi_tk_blocked [FDDI_MAX_RING_ID];
96  #define      Fddi_Tk_Blocked (fddi_tk_blocked [ring_id])

97  int          fddi_num_stations [FDDI_MAX_RING_ID];
98  #define      Fddi_Num_Stations (fddi_num_stations [ring_id])

99  int          fddi_num_registered [FDDI_MAX_RING_ID];
100 #define      Fddi_Num_Registered (fddi_num_registered [ring_id])

101 Objid      fddi_address_table [FDDI_MAX_RING_ID][FDDI_MAX_STATIONS];
102 #define      Fddi_Address_Table (fddi_address_table [ring_id])

103 /* Below is part of the OPBUG 2081 patch; FB ended here, before. -Nix */

```



```

104  /* Event handles for the TRT are maintained at a global level to */
105  /* allow token acceleration mechanism to adjust these as necessary */
106  /* when blocking and reinjecting the token. TRT_handle simply */
107  /* represents the TRT for the local MAC */
108  Evhandle fddi_trt_handle [FDDI_MAX_RING_ID][FDDI_MAX_STATIONS];
109  #define Fddi_Trt_Handle (fddi_trt_handle [ring_id])
110  #define TRT_handle      Fddi_Trt_Handle [my_address]

111  /* Similarly, the TRT data structure is maintained on a global level. */
112  FddiT_Timer* fddi_trt [FDDI_MAX_RING_ID] [FDDI_MAX_STATIONS];
113  #define Fddi_Trt (fddi_trt [ring_id])
114  #define TRT      Fddi_Trt [my_address]

115  /* Registers to record the expiration time of each TRT when token is
116     blocked. */
117  double fddi_trt_exp_time [FDDI_MAX_RING_ID] [FDDI_MAX_STATIONS];
118  #define Fddi_Trt_Exp_Time (fddi_trt_exp_time [ring_id])

119  /* the 'Late_Ct' flag is declared on a global level so that it can be
120     */
121  /* set at the time where the token is injected back into the ring. */
122  int fddi_late_ct [FDDI_MAX_RING_ID] [FDDI_MAX_STATIONS];
123  #define Fddi_Late_Ct (fddi_late_ct [ring_id])
124  #define Late_Ct      Fddi_Late_Ct [my_address]

125  /* Convenient macro for setting TRT for a given station and absolute
126     time. */
127  #define TRT_SET(station_id,abs_time) fddi_timer_set (Fddi_Trt
128     [station_id], abs_time - op_sim_time()); Fddi_Trt_Handle [station_id]
129     = op_intrpt_schedule_remote (abs_time, FDDIC_TRT_EXPIRE,
130     Fddi_Address_Table [station_id]);

131  /* State variable definitions */
132  typedef struct
133  {
134     FSM_SYS_STATE
135     int sv_ring_id;
136     FddiT_Timer* sv_THT;
137     double sv_T_Req;
138     double sv_T_Pri [8];
139     Objid sv_my_objid;
140     int sv_spawn_token;
141     int sv_my_address;
142     Packet* sv_tk_pkptr;
143     double sv_sync_bandwidth;
144     double sv_sync_pc;
145     int sv_restricted;
146     int sv_res_peer;
147     int sv_tk_registered;
148     Ici* sv_to_llc_ici_ptr;

```

```

149     int                sv_tk_trace_on;
150     } fddi_mac_mult_state;

151     #define pr_state_ptr ((fddi_mac_mult_state*) SimI_Mod_State_Ptr)
152     #define ring_id      pr_state_ptr->sv_ring_id
153     #define THT          pr_state_ptr->sv_THT
154     #define T_Req        pr_state_ptr->sv_T_Req
155     #define T_Pri        pr_state_ptr->sv_T_Pri
156     #define my_objid     pr_state_ptr->sv_my_objid
157     #define spawn_token  pr_state_ptr->sv_spawn_token
158     #define my_address   pr_state_ptr->sv_my_address
159     #define tk_pkptr     pr_state_ptr->sv_tk_pkptr
160     #define sync_bandwidth pr_state_ptr->sv_sync_bandwidth
161     #define sync_pc      pr_state_ptr->sv_sync_pc
162     #define restricted   pr_state_ptr->sv_restricted
163     #define res_peer     pr_state_ptr->sv_res_peer
164     #define tk_registered pr_state_ptr->sv_tk_registered
165     #define to_llc_ici_ptr pr_state_ptr->sv_to_llc_ici_ptr
166     #define tk_trace_on  pr_state_ptr->sv_tk_trace_on

167     /* Process model interrupt handling procedure */

168     void
169     fddi_mac_mult ()
170     {
171         /* Packets and ICI's */
172         Packet*    mac_frame_ptr;
173         Packet*    pdu_ptr;
174         Packet*    pkptr;
175         Packet*    data_pkptr;
176         Ici*       ici_ptr;

177         /* Packet Fields and Attributes */
178         int         req_pri, svc_class, req_tk_class;
179         int         frame_control, src_addr;
180         int         pk_len, pri_level;
181         static
182         int         *da_ptr, dest_addr[];

183         /* Token - Related */
184         int         tk_usable, res_station, tk_class;
185         int         current_tk_class;
186         double      accum_sync;

187         /* Timer - Related */
188         double      tx_time, timer_remaining, accum_bandwidth;
189         double      tht_value;

190         /* Miscellaneous */
191         int         i;

```

```

192     int             spawn_station, phy_arrival;
193     char             error_string [512];
194     int             num_frames_sent, num_bits_sent;

195 /* 26DEC93: loop management variables, used in RCV_TK */
196 /* and ENCAP states. -Nix */
197     int             NUM_PRIOS;
198     int             punt;
199     int             q_check;

200 /* 08FEB94: case management variables, used in FR_REPEAT. -Nix */
201     int             for_me;
202     int             count_addrees;

203 /* 08MAR94: "field holding" variables, used in FR_REPEAT. -Nix */
204     Packet*         info_ptr;

205     FSM_ENTER (fddi_mac_mult)

206     FSM_BLOCK_SWITCH
207     {
208         /*-----*/
209         /** state (INIT) enter executives **/
210         FSM_STATE_ENTER_FORCED (0, state0_enter_exec, "INIT")
211         {
212             /* Obtain the station's address . This is an attribute */
213             /* of this process. Addressing is simplified by */
214             /* simply using integers, and only one mode. */
215             /* This mode is 16 bit addressing unless the */
216             /* packet format 'fddi_mac_fr' is modified. */
217             my_objid = op_id_self(); /* 29DEC93 */
218             op_ima_obj_attr_get (my_objid, "station_address", &my_address);

219             /* Register the station's object id in a global table. */
220             /* This table is used by the mechanism which improves */
221             /* simulation efficiency by 'jumping over' idle periods */
222             /* rather than circulating an unusable token. */
223             fddi_station_register (my_address, my_objid);

224             /* Obtain the station latency for tokens and frames. */
225             /* Default value is set at 100 nanoseconds. */
226             Fddi_St_Latency = 100.0e-09;
227             op_ima_sim_attr_get (OPC_IMA_DOUBLE, "station_latency",
228             &Fddi_St_Latency);

229             /* Obtain the propagation delay separating stations. */
230             /* This value is given in seconds with default value 3.3 microseconds. */
231             */
232             Fddi_Prop_Delay = 3.3e-06;

```

```

233         op_ima_sim_attr_get (OPC_IMA_DOUBLE, "prop_delay",
234                             &Fddi_Prop_Delay);

235 /* Derive the Delay for a 'hop' of a freely circulating packet. */
236     Fddi_Tk_Hop_Delay = Fddi_Prop_Delay + Fddi_St_Latency;


237 /* The T_Pri [] state variable array supports priority */
238 /* assignments on a station by station basis by */
239 /* establishing a correspondence between integer priority */
240 /* levels assigned to frames and the maximum values of the*/
241 /* Token holding timer (THT) which would allow packets to be*/
242 /* sent. Eight levels are supported here, but this can easily */
243 /* be changed by redimensioning the priority array. */
244 /* By default all levels are identical here, allowing */
245 /* any frame to make use of the token, so that in fact */
246 /* priority levels are not used in the default case. */
247 /* 01JAN94: (8-i) is a quick attempt to impart different weighting */
248 /* scales on each priority level, and is not necessarily realistic.-Nix
249 */
250     for (i = 0; i < 8; i++)
251     {
252         T_Pri[i] = (double) Fddi_T_Opr/(8.0 - i); /* 01JAN94 */
253 /* printf("INIT: T_Pri[%d] = %d; Fddi_T_Opr = %d\n",      */
254 /* i, T_Pri[i], Fddi_T_Opr); */
255     }


256 /*Create the token holding timer (THT) used to restrict the */
257 /* asynchronous bandwidth consumption of the station */
258     THT = fddi_timer_create ();

259 /* Create the token rotation timer (TRT) used to measure the */
260 /* rotations of the token, detect late tokens and initialize */
261 /* the THT timer before asynchronous transmissions. */
262     TRT = fddi_timer_create ();

263 /* Set the TRT timer to expire in one TTRT */
264     TRT_SET (my_address, op_sim_time () + Fddi_T_Opr);

265 /* Initialize the Late_Ct variable which keeps track. */
266 /* of the number of TRT expirations. */
267     Late_Ct = 0;

268 /* initially the ring operates in nonrestricted mode */
269     restricted = 0;


270 /* Create an Interface Control Information structure */
271 /* to use when delivering received frames to the LLC. */

```

```

272         to_llc_ici_ptr = op_ici_create ("fddi_mac_ind");

273 /* The 'tk_registered' variable indicates if the station */
274 /* has registered its intent to use the token. */
275         tk_registered = 0;

276 /* Determine if the model is to make use of the token */
277 /* 'acceleration' mechanism. If not, every passing of the */
278 /* token will be explicitly modeled, leading to large */
279 /* number of events being scheduled when the ring is idle */
280 /* (i.e., no stations have data to send). */
281         op_ima_sim_attr_get (OPC_IMA_INTEGER, "accelerate_token",
282                             &Fddi_Tk_Accelerate);

283 /* Obtain the synchronous bandwidth assigned */
284 /* to this station. It is expressed as a */
285 /* percentage of TTRT, and then converted to seconds */
286         op_ima_obj_attr_get (my_objid, "sync bandwidth", &sync_pc);
287         sync_bandwidth = sync_pc * Fddi_T_Opr;

288 /* Only one station in the ring is selected to */
289 /* introduce the first token. Test if this station is it. */
290 /* If so, set the 'spawn_token' flag. */
291         op_ima_sim_attr_get (OPC_IMA_INTEGER, "spawn station",
292                             &spawn_station);
293         spawn_token = (spawn_station == my_address);

294 /* If the station is to spawn the token, create */
295 /* the packet which represents the token. */
296         if (spawn_token)
297         {
298             tk_pkptr = op_pk_create_fmt ("fddi_mac_tk");

299 /* assign its frame control field */
300             op_pk_nfd_set (tk_pkptr, "fc", FDDI_FC_TOKEN);

301 /* the first token issued is non-restricted */
302             op_pk_nfd_set (tk_pkptr, "class", FDDI_TK_NONRESTRICTED);

303 /* The transition will be made into the ISSU_TK */
304 /* state where the tk_usable variable is used. */
305 /* In case any data has been generated, prset */
306 /* this variable to one. */
307             tk_usable = 1;

308 /* When sending packets the variable accum_bandwidth is */
309 /* used as a scheduling base. Init this value to zero. */

```

```

310  /* This statement is required in case this is the spawning */
311  /* station, and the next state entered is ISSUE_TK */
312      accum_bandwidth = 0.0;
313  }

314  /** state (INIT) exit executives **/
315      FSM_STATE_EXIT_FORCED (0, state0_exit_exec, "INIT")
316      {
317      }

318  /** state (INIT) transition processing **/
319      FSM_INIT_COND (spawn_token)
320      FSM_DFLT_COND
321      FSM_TEST_LOGIC ("INIT")

322      FSM_TRANSIT_SWITCH
323      {
324          FSM_CASE_TRANSIT (0, 2, state2_enter_exec, ;)
325          FSM_CASE_TRANSIT (1, 1, state1_enter_exec, ;)
326      }
327  /*-----*/

328  /** state (IDLE) enter executives **/
329      FSM_STATE_ENTER_UNFORCED (1, state1_enter_exec, "IDLE")
330      {
331      }

332  /** blocking after enter executives of unforced state. **/
333      FSM_EXIT (3, fddi_mac_mult)

334  /** state (IDLE) exit executives **/
335      FSM_STATE_EXIT_UNFORCED (1, state1_exit_exec, "IDLE")
336      {
337      /* Determine if a trace is activated for the FDDI model */
338          tk_trace_on = op_prg_odb_ltrace_active ("fddi_tk");

339      /* Trap packets arriving from physical layer so that their */
340      /* FC field can be extracted before evaluating conditions */
341          if (op_intrpt_type () == OPC_INTRPT_STRM && op_intrpt_strm ()
342              != FDDI_LLC_STRM_IN)
343              {
344              /* Acquire the arriving packet. */
345                  pkptr = op_pk_get (FDDI_PHY_STRM_IN);

346              /* Determine the type of packet by extracting */
347              /* the frame control field. */
348                  op_pk_nfd_get (pkptr, "fc", &frame_control);

349              /* Physical layer arrival flag is set. */
350                  phy_arrival = 1;

```

```

351         }
352     else(
353         /* The interrupt is not due to a physical layer arrival. */
354         phy_arrival = 0;

355     /* If the interrupt is a remote interrupt with specified code, it
356        signifies */
357     /* the reinsertion of the token into the ring after an idle period. This
358        only */
359     /* occurs if the token acceleration mechanism is active. */
360         if (op_intrpt_type () == OPC_INTRPT_REMOTE && op_intrpt_code
361             () == FDDIC_TK_INJECT)
362         {
363             /* create a new token */
364             tk_pkptr = op_pk_create_fmt ("fddi_mac_tk");

365             /* assign its frame control field */
366             op_pk_nfd_set (tk_pkptr, "fc", FDDI_FC_TOKEN);

367             /* the token is non-restricted */
368             op_pk_nfd_set (tk_pkptr, "class", FDDI_TK_NONRESTRICTED);

369             /* insert it into the ring */
370             op_pk_send (tk_pkptr, FDDI_PHY_STRM_OUT);
371         }
372     }
373 }

374 /** state (IDLE) transition processing **/
375     FSM_INIT_COND (TK_RECEIVED)
376     FSM_TEST_COND (RC_FRAME)
377     FSM_TEST_COND (TRT_EXPIRE)
378     FSM_TEST_COND (FRAME_ARRIVAL)
379     FSM_DFLT_COND
380     FSM_TEST_LOGIC ("IDLE")

381     FSM_TRANSIT_SWITCH
382     {
383         FSM_CASE_TRANSIT (0, 3, state3_enter_exec, ;)
384         FSM_CASE_TRANSIT (1, 4, state4_enter_exec, ;)
385         FSM_CASE_TRANSIT (2, 7, state7_enter_exec, ;)
386         FSM_CASE_TRANSIT (3, 8, state8_enter_exec, ;)
387         FSM_CASE_TRANSIT (4, 1, state1_enter_exec, ;)
388     }
389     /*-----*/

390 /** state (ISSUE_TK) enter executives **/
391     FSM_STATE_ENTER_FORCED (2, state2_enter_exec, "ISSUE_TK")
392     {
393         /* If the token is sent without having been used, and the station */

```

```

394 /* has no data to send, then indicate this fact to the */
395 /* token acceleration mechanism which may have an */
396 /* opportunity to block the token. */
397     if (!tk_usable && op_q_stat (OPC_QSTAT_PKSIZE) == 0.0)
398     {
399 /* Note that if the token cannot be blocked. */
400 /* this procedure will forward the token physically. */
401         fddiTk_indicate_no_data (tk_pkptr, my_address,
402             accum_bandwidth);
403     }
404     else{
405         if (tk_trace_on == OPC_TRUE)
406         {
407             sprintf (str0, "Issuing token. accum_bw (%.9f), prop_del
408                 (%.9f)", accum_bandwidth, Fddi_Prop_Delay);
409             op_prg_odb_print_major (str0, OPC_NIL);
410         }
411 /* Send out the token packet using the accumulated */
412 /* consumed bandwidth as a scheduling base. */
413 /* In the case of the initial spawning of the token */
414 /* this will be zero; otherwise this variable will */
415 /* reflect the bandwidth consumed since the last capture */
416 /* of the usable token. Propagation delay is also accounted for. */
417         op_pk_send_delayed (tk_pkptr, FDDI_PHY_STRM_OUT,
418             accum_bandwidth + Fddi_Prop_Delay);
419     }
420 }

421 /** state (ISSUE_TK) exit executives **/
422     FSM_STATE_EXIT_FORCED (2, state2_exit_exec, "ISSUE_TK")
423     {
424     }

425 /** state (ISSUE_TK) transition processing **/
426     FSM_TRANSIT_FORCE (1, state1_enter_exec, ;)
427 /*-----*/

428 /** state (RCV_TK) enter executives **/
429     FSM_STATE_ENTER_FORCED (3, state3_enter_exec, "RCV_TK")
430     {
431 /* The arriving packet, when received in the IDLE state */
432 /* is placed in the variable 'pkptr'. Since it is now */
433 /* known that it is a token, it can be placed in 'tk_pkptr. */
434         tk_pkptr = pkptr;

435 /* Load the token's class into the temporary variable 'tk_class.' */
436         op_pk_nfd_get (pkptr, "class", &tk_class);

437 /* If the token is restricted, determine for which station. */

```



```

438         if (tk_class == FDDI_TK_RESTRICTED)
439         {
440             /* Place the station address in the variable 'res_station' */
441             /* which may factor in to the determination of token usability. */
442             op_pk_nfd_get (tk_pkptr, "res_station", &res_station);
443         }

444     /* Determine if the token is usable: */
445     /* assume by default that it is not */
446     /* Subsequent conditions may override this. */
447     tk_usable = 0;
448     /* The token can only be usable if there are frames enqueued */
449     /* 27DEC93: the entire bank of subqueues must be checked, */
450     /* starting at the highest priority (corresponding to */
451     /* synchronous traffic), and stopping when a packet is */
452     /* found. Then the loop is broken. -Nix */
453     NUM_PRIOS = 9;
454     for (i = NUM_PRIOS - 1; i > -1; i--)
455     {
456         if (op_subq_stat (i, OPC_QSTAT_PKSIZE) > 0.0)
457         {
458             /* examine the attributes of the packet at the */
459             /* head of the queue. */
460             /* fddi_load_frame_attrs (&dest_addr, &svc_class, &pri_level); */
461             fddi_load_frame_attrs (dest_addr, &svc_class, &pri_level);

462             /* If synchronous data is queued, the token is */
463             /* necessarily usable, regardless of timing conditions. */
464             if (svc_class == FDDI_SVC_SYNC)
465             {
466                 tk_usable = 1;
467                 break;
468             }
469             else{
470                 /* Otherwise, if asynchronous data is queued, it must */
471                 /* meet several criteria for the token to be usable. */

472                 /* The token is only usable only if it is early. */
473                 if (Late_Ct == 0)
474                 {
475                     /* The token's class must be nonrestricted, unless */
476                     /* this station is involved in the restricted transfer. */
477                     if (tk_class == FDDI_TK_NONRESTRICTED || res_station
478                         == my_address || restricted)
479                     {
480                         /* Test the frame's priority assignment against the current TRT */
481                         /* This test uses the priority indirection table T_Pri */
482                         /* so that only packets whose T_Pri [pri_level] exceeds */
483                         /* the TRT can be transmitted. In other words, by */
484                         /* assigning lower values to T_Pri for a given priority */

```

```

485 /* level, packets of that level will be further restricted */
486 /* from using the ring bandwidth. */
487         if (T_Pri [pri_level] >= fddi_timer_value (TRT))
488         {
489             tk_usable = 1;
490             break;
491         }
492     }
493 }
494 }
495 } /* closes the "if (op_subq_stat (OPC_QSTAT_PKSIZE) > 0.0"
496    statment */
497 }/* closes the "for" loop */

498 /* If the token is usable, timers must be readjusted. */
499     if (tk_usable)
500     {
501         /* The timer adjustment depends on whether the token is early or late.
502            */
503         if (Late_Ct == 0)
504         {
505             /* Transfer the contents of TRT into THT. */
506             fddi_timer_copy (TRT, THT);

507             /* Disable the THT timer. */
508             fddi_timer_disable (THT);

509             /* Reset TRT to time the next rotation. */
510             op_ev_cancel (TRT_handle);
511             TRT_SET (my_address, op_sim_time () + Fddi_T_Opr);
512         }
513         else{
514             /* If the token is late, set the THT to its expired */
515             /* value, and disable it. This will prevent any */
516             /* asynchronous transmissions from occurring. */
517             fddi_timer_set_value (THT, Fddi_T_Opr);
518             fddi_timer_disable (THT);

519             /* clear the Late token counter (note that TRT is not modified, */
520             /* so that less than a full TTRT remains before TRT expires again. */
521             Late_Ct = 0;
522         }
523     }

524 /* If the token is not usable, different adjustments are made. */
525     else{
526         /* Again, the adjustments depend on the lateness of the token */
527         if (Late_Ct == 0)
528         {

```

```

529  /* If the token is not late, the TRT is reset to time the next rotation.
530  */
531          op_ev_cancel (TRT_handle);
532          TRT_SET (my_address, op_sim_time () + Fddi_T_Opr);
533      }
534      else{
535  /* clear the Late token counter (note that TRT is not modified, */
536  /* so that less than a full TTRT remains before TRT expires again. */
537          Late_Ct = 0;
538      }

539  /* also, account for the time needed by the token */
540  /* to traverse the station, since it is about to be sent. */
541  /* Note: station latency is not inclusive of token */
542  /* transmission time, but only of the time required to */
543  /* process and repeat the token's symbols. */
544          accum_bandwidth = Fddi_St_Latency;
545      }
546  }

547  /** state (RCV_TK) exit executives **/
548      FSM_STATE_EXIT_FORCED (3, state3_exit_exec, "RCV_TK")
549      {
550      }

551  /** state (RCV_TK) transition processing **/
552      FSM_INIT_COND (tk_usable)
553      FSM_DFLT_COND
554      FSM_TEST_LOGIC ("RCV_TK")

555      FSM_TRANSIT_SWITCH
556      {
557          FSM_CASE_TRANSIT (0, 9, state9_enter_exec, ;)
558          FSM_CASE_TRANSIT (1, 2, state2_enter_exec, ;)
559      }
560  /*-----*/

561  /** state (FR_RCV) enter executives **/
562      FSM_STATE_ENTER_FORCED (4, state4_enter_exec, "FR_RCV")
563      {
564  /* A frame has been received from the physical layer. Note that */
565  /* at this time, only the leading edge of the frame has arrived. */

566  /* Extract the frame's source address (this will be used to */
567  /* determine whether or not to strip the frame from the ring). */
568          op_pk_nfd_get (pkptr, "src_addr", &src_addr);
569      }

570  /** state (FR_RCV) exit executives **/
571      FSM_STATE_EXIT_FORCED (4, state4_exit_exec, "FR_RCV")

```

```

572     {
573     }

574 /** state (FR_RCV) transition processing **/
575     FSM_INIT_COND (STRIP)
576     FSM_DFLT_COND
577     FSM_TEST_LOGIC ("FR_RCV")

578     FSM_TRANSIT_SWITCH
579     {
580         FSM_CASE_TRANSIT (0, 5, state5_enter_exec, ;)
581         FSM_CASE_TRANSIT (1, 6, state6_enter_exec, ;)
582     }
583     /*-----*/

584 /** state (FR_STRIP) enter executives **/
585     FSM_STATE_ENTER_FORCED (5, state5_enter_exec, "FR_STRIP")
586     {
587     /* Destroy the frame which has now circulated the entire ring. */
588         op_pk_destroy (pkptr);
589     }

590 /** state (FR_STRIP) exit executives **/
591     FSM_STATE_EXIT_FORCED (5, state5_exit_exec, "FR_STRIP")
592     {
593     }

594 /** state (FR_STRIP) transition processing **/
595     FSM_TRANSIT_FORCE (1, statel_enter_exec, ;)
596     /*-----*/

597 /** state (FR_REPEAT) enter executives **/
598     FSM_STATE_ENTER_FORCED (6, state6_enter_exec, "FR_REPEAT")
599     {
600     /* Extract the destination address of the frame. */
601     /* 20FEB94: use a pointer to the array dest_addr. */
602     /* since referring to dest_addr directly produces */
603     /* unexpected results. -Nix */
604         op_pk_nfd_get (pkptr, "dest_addr", &da_ptr);

605     /*-----*/
606     /* printf("**da_ptr: %d; da_ptr: %d; &da_ptr: %d\n", *da_ptr, da_ptr,
607        &da_ptr); */
608     /*-----*/
609
610         for (i = 0; i < NUM_STATIONS+1; i++);
611             dest_addr[i] = da_ptr[i];
612
613     /*-----*/
614     /* 02MAR94: print out the address, and the contents. */

```

```

615  /* for (i = 0; i < NUM_STATIONS+1; i++)          */
616  /* {                                              */
617  /* printf("1.FR_REPEAT:element: %d, address: %X/%d, content: %d\n",
618  /* */
619  /* i, &(amp;dest_addr[i]), &(amp;dest_addr[i]), dest_addr[i]);*/
620  /* }                                              */
621  /* *****/

622  /* 08FEB94: re-initialize counters. -Nix */
623      for_me = 0;
624      count_addees = 0;

625  /* 08FEB94: inspect the address field; interested in */
626  /* whether this packet is sent here only, or here and */
627  /* to others, or to others only. Note that a real packet */
628  /* would carry all the addresses; the simulation refers */
629  /* to memory locations. -Nix */
630      for (i = 1; i < NUM_STATIONS+1; i++)
631      {
632          if (dest_addr[i] == 1)
633              count_addees += 1;
634      }

635  /* If the frame is for this station, make a copy */
636  /* of the frame's data field and forward it to */
637  /* the higher layer. */
638  /* if (dest_addr == my_address) */
639  /* 08FEB94: if this packet is addressed only to this */
640  /* station, make a copy of the frame's data field and */
641  /* and forward it to the higher layer. -Nix */
642  /* (a) If the packet is addressed to me only... */
643  /* (note offset applied) */
644      if (dest_addr[my_address+1] == 1 && count_addees == 1)
645      {

646  /* *****/
647  /* printf("Here is Case 1.\n"); */
648  /* *****/

649  /* record total size of the frame (including data) */
650      pk_len = op_pk_total_size_get (pkptr);

651  /* decapsulate the data contents of the frame */
652  /* 29JAN94: a new field, "pri", has been added to */
653  /* the fddi_llc_fr packet format in the Parameters */
654  /* Editor, so that output statistics can be */
655  /* generated by class and priority. -Nix */
656      op_pk_nfd_get (pkptr, "info", &data_pkptr);
657      op_pk_nfd_get (pkptr, "pri", &pri_level);

```

```

658 /* The source and destination address are placed in the */
659 /* LLC's ICI before delivering the frame's contents. */
660     op_ici_attr_set (to_llc_ici_ptr, "src_addr", src_addr);
661     op_ici_attr_set (to_llc_ici_ptr, "dest_addr", da_ptr);
662     op_ici_install (to_llc_ici_ptr);

663 /* 18FEB94: print out the address, and the contents. */
664     for (i = 0; i < NUM_STATIONS+1; i++)
665     {
666         dest_addr[i] = da_ptr[i];

667 /*****
668 /* printf("2.FR_REPEAT:element: %d, address: %X/%d, content: %d\n", */
669 /* i, &(dest_addr[i]), &(dest_addr[i]), dest_addr[i]); */
670 /*****
671     }

672 /* Because, as noted in the FR_RCV state, only the */
673 /* frame's leading edge has arrived at this time, the */
674 /* complete frame can only be delivered to the higher */
675 /* layer after the frame's transmission delay has elapsed. */
676 /* (since decapsulation of the frame data contents has occurred, */
677 /* the original MAC frame length is used to calculate delay) */
678     tx_time = (double) pk_len / FDDI_TX_RATE;
679     op_pk_send_delayed (data_pkptr, FDDI_LLC_STRM_OUT, tx_time);

680 /* Note that the standard specifies that the original */
681 /* frame should be passed along until the originating station */
682 /* receives it, at which point it is stripped from the ring. */
683 /* However, in the simulation model, there is no interest */
684 /* in letting the frame continue past its destination unless */
685 /* group addresses are used, so that the same frame could be */
686 /* destined for several stations. Here the frame is stripped */
687 /* for efficiency as it reaches the destination; if the model */
688 /* is modified to include group addresses, this should be change. */
689 /* so that the frame is copied and the original repeated. */
690 /* Logic is already present for stripping the frame at the origin. */
691     op_pk_destroy (pkptr);
692     }

693 /* 08FEB94: (b)...or if this packet is not for me at all... -Nix */
694     else if (dest_addr[my_address+1] == 0)
695     {

696 /* ****
697 /* printf("Here is Case 2.\n"); */
698 /* ****

699 /* Repeat the original frame on the ring and account for */
700 /* the latency through the station and the propagation delay */

```

```

701  /* for a single hop. */
702  /* (Only the originating station can strip the frame). */
703      op_pk_send_delayed (pkptr, FDDI_PHY_STRM_OUT,
704          Fddi_St_Latency + Fddi_Prop_Delay);
705  }

706  /* 08FEB94: (c)...or if this packet is for me and for others, will */
707  /* need to send the contents to the SINK, then re-encapsulate the */
708  /* packet for further transmission. Much of this code is */
709  /* duplicated from the above. -Nix */

710      else if (dest_addr[my_address+1] == 1 && count_addrees > 1)
711      {

712  /* ***** */
713  /* printf("Here is Case 3.\n"); */
714  /* ***** */

715  /* record total size of the frame (including data) */
716      pk_len = op_pk_total_size_get (pkptr);

717  /* decapsulate the data contents of the frame */
718      op_pk_nfd_get (pkptr, "info", &data_pkptr);
719      op_pk_nfd_get (pkptr, "pri", &pri_level);

720  /* ***** */
721  /* Print out the address of the "info" field information */
722  /* printf("Case 3: 'info' is located at address %X\n", &data_pkptr); */
723  /* ***** */

724  /* 08MAR94: copy the "info" address into a local variable, so that */
725  /* it may be held for re-installation. -Nix */
726      info_ptr = op_pk_copy(data_pkptr);

727  /* The source and destination address are placed in the */
728  /* LLC's ICI before delivering the frame's contents. */
729      op_ici_attr_set (to_llc_ici_ptr, "src_addr", src_addr);
730      op_ici_attr_set (to_llc_ici_ptr, "dest_addr", dest_addr);
731      op_ici_install (to_llc_ici_ptr);

732  /* Because, as noted in the FR_RCV state, only the */
733  /* frame's leading edge has arrived at this time, the */
734  /* complete frame can only be delivered to the higher */
735  /* layer after the frame's transmission delay has elapsed. */
736  /* (since decapsulation of the frame data contents has occurred, */
737  /* the original MAC frame length is used to calculate delay) */
738      tx_time = (double) pk_len / FDDI_TX_RATE;
739      op_pk_send_delayed (data_pkptr, FDDI_LLC_STRM_OUT, tx_time);

```

```

740  /* 08FEB94: remove this station from the dest_addr array, reassemble */
741  /* the packet, and send the packet on its way. -Nix */
742      dest_addr[my_address+1] = 0;
743      op_pk_nfd_set(pkptr,"src_addr", src_addr);
744      op_pk_nfd_set(pkptr,"dest_addr", dest_addr);
745      op_pk_nfd_set(pkptr,"pri", pri_level);
746      op_pk_nfd_set(pkptr,"info", info_ptr);
747      op_pk_send_delayed (pkptr, FDDI_PHY_STRM_OUT,
748                          Fddi_St_Latency + Fddi_Prop_Delay);
749
750
751  /** state (FR_REPEAT) exit executives **/
752      FSM_STATE_EXIT_FORCED (6, state6_exit_exec, "FR_REPEAT")
753      {
754
755  /** state (FR_REPEAT) transition processing **/
756      FSM_TRANSIT_FORCE (1, statel_enter_exec, ;)
757  /*-----*/
758
759  /** state (TRT_EXP) enter executives **/
760      FSM_STATE_ENTER_FORCED (7, state7_enter_exec, "TRT_EXP")
761      {
762          /* The timer is reset and allowed to continue running. */
763          TRT_SET (my_address, op_sim_time () + Fddi_T_Opr);
764
765          /* The late token counter is incremented. This will */
766          /* prevent this station from making any asynchronous */
767          /* transmissions when it next captures the token. */
768          Late_Ct++;
769
770      }
771
772  /** state (TRT_EXP) exit executives **/
773      FSM_STATE_EXIT_FORCED (7, state7_exit_exec, "TRT_EXP")
774      {
775
776  /** state (TRT_EXP) transition processing **/
777      FSM_TRANSIT_FORCE (1, statel_enter_exec, ;)
778  /*-----*/
779
780  /** state (ENCAP) enter executives **/
781      FSM_STATE_ENTER_FORCED (8, state8_enter_exec, "ENCAP")
782      {
783          /* A frame has arrived from a higher layer; place it in 'pdu_ptr'. */
784          pdu_ptr = op_pk_get (op_intrpt_strm ());

```



```

780  /* Also get the interface control information */
781  /* associated with the new frame. */
782      ici_ptr = op_intrpt_ici ();
783      if (ici_ptr == OPC_NIL)
784      {
785          sprintf (error_string, "Simulation aborted; error in object
786              (%d)", op_id_self ());
787          op_sim_end (error_string, "fddi_mac: required ICI not
788              received", " ", " ");
789      }

790  /* Extract the requested service class */
791  /* (e.g. synchronous or asynchronous). */
792      if (op_ici_attr_exists (ici_ptr, "svc_class"))
793          op_ici_attr_get (ici_ptr, "svc_class", &svc_class);
794      else svc_class = FDDI_SVC_ASYNC;

795  /*****
796  /* for (i=0; i<NUM_STATIONS+1; i++)          */
797  /* printf("ENCAP a.Field:%d, Address(dec/hex):%d/%X, Contents:%d\n",
798  /*      */
799  /* i, &(dest_addr[i]), &(dest_addr[i]), dest_addr[i]); */
800  /*****/

801  /* Extract the destination address. */
802  /* 20FEB94: use a pointer to the array, since the */
803  /* use of dest_array as its own pointer causes */
804  /* unexpected results. -Nix */
805      op_ici_attr_get (ici_ptr, "dest_addr", &da_ptr);

806  /*****
807  /* printf("&da_ptr: %d/%X; da_ptr: %d\n\n", &da_ptr, &da_ptr, da_ptr);
808  /*      */
809  /* for (i=0; i<NUM_STATIONS+1; i++)          */
810  /* printf("%d: &da_ptr: %d/%X; da_ptr: %d\n\n", i, &da_ptr, &da_ptr,
811  /*      da_ptr); */
812  /*****/

813      for (i=0; i<NUM_STATIONS+1; i++)
814      {
815          dest_addr[i] = da_ptr[i];
816      }

817  /*****
818  /* for (i=0; i<NUM_STATIONS+1; i++)          */
819  /* printf("ENCAP b.Field:%d, Address(dec/hex):%d/%X, Contents:%d\n",
820  /*      */
821  /* i, &(dest_addr[i]), &(dest_addr[i]), dest_addr[i]); */

```

```

822  /*****/
823  /* If the frame is asynchronous, the priority and */
824  /* requested token class parameter may be specified. */
825      if (svc_class == FDDI_SVC_ASYNC)
826      {
827  /* Extract the requested priority level. */
828      if (op_ici_attr_exists (ici_ptr, "pri"))
829          op_ici_attr_get (ici_ptr, "pri", &req_pri);
830      else req_pri = 0;

831  /* Extract the token class (restricted or non-restricted). */
832      if (op_ici_attr_exists (ici_ptr, "tk_class"))
833          op_ici_attr_get (ici_ptr, "tk_class", &req_tk_class);
834      else req_tk_class = FDDI_TK_NONRESTRICTED;
835      }

836  /* Compose a mac frame from all these elements. */
837      mac_frame_ptr = op_pk_create_fmt ("fddi_mac_fr");
838      op_pk_nfd_set (mac_frame_ptr, "svc_class", svc_class);
839      op_pk_nfd_set (mac_frame_ptr, "dest_addr", dest_addr);
840      op_pk_nfd_set (mac_frame_ptr, "src_addr", my_address);
841      op_pk_nfd_set (mac_frame_ptr, "info", pdu_ptr);

842      if (svc_class == FDDI_SVC_ASYNC)
843      {
844          op_pk_nfd_set (mac_frame_ptr, "tk_class", req_tk_class);
845          op_pk_nfd_set (mac_frame_ptr, "pri", req_pri);
846      }

847  /* 04JAN94: if the frame is synchronous, assign it a separate */
848  /* priority so that it may be assigned its own subqueue, and */
849  /* thereby be assigned its own probe for monitoring. -Nix */
850      if (svc_class == FDDI_SVC_SYNC)
851      {
852          op_pk_nfd_set (mac_frame_ptr, "pri", 8);
853      }

854  /* Assign the frame control field, which in the model */
855  /* is used to distinguish between tokens and ordinary */
856  /* frames on the ring. */
857      op_pk_nfd_set (mac_frame_ptr, "fc", FDDI_FC_FRAME);

858  /* Enqueue the frame at the tail of the queue. */
859  /* 27DEC93: at the tail of the prioritized queue. */
860  /* 04JAN94: must distinguish between synch & asynch. */
861      if (svc_class == FDDI_SVC_ASYNC)
862      {
863          op_subq_pk_insert (req_pri, mac_frame_ptr, OPC_QPOS_TAIL);

```

```

864         }
865         if (svc_class == FDDI_SVC_SYNC)
866         {
867             op_subq_pk_insert (8, mac_frame_ptr, OPC_QPOS_TAIL);
868         }

869     /* if this station has not yet registered its intent to */
870     /* use the token, it may do so now since it has data to send */
871     if (!tk_registered)
872     {
873         fddiTk_register ();
874         tk_registered = 1;
875     }
876 }

877 /** state (ENCAP) exit executives */
878 FSM_STATE_EXIT_FORCED (8, state8_exit_exec, "ENCAP")
879 {
880 }

881 /** state (ENCAP) transition processing */
882 FSM_TRANSIT_FORCE (1, state1_enter_exec, :)
883 /*-----*/

884 /** state (TX_DATA) enter executives */
885 FSM_STATE_ENTER_FORCED (9, state9_enter_exec, "TX_DATA")
886 {
887     /* In this state, frames are transmitted until the */
888     /* token is no longer usable. Frames are taken from */
889     /* the single input queue in FIFO order. */

890     /* Reset the accumulator used to keep track of bandwidth */
891     /* consumed by the transmissions. Because all the transmissions */
892     /* are scheduled to happen at the appropriate times, but */
893     /* these schedulings occur instantly, this accumulator serves */
894     /* as the scheduling base for the transmissions. */
895     /* In other words, each successively transmitted frame */
896     /* is delayed relative to the previous one by the time which */
897     /* the latter took to send. At the end of transmission (e.g, */
898     /* when the token is no longer usable), this accumulator */
899     /* serves to delay the forwarding of the token. */
900     accum_bandwidth = 0.0;

901     /* Note that, because all transmissions are */
902     /* scheduled, the value of the THT timer will not progress */
903     /* between schedulings (these all happen in zero time), and so */
904     /* the variable 'tht_value' is used to emulate the timer's progress. */
905     tht_value = fddi_timer_value (THT);

906     /* Reset an accumulator which reflects the consumed */

```

```

907  /* synchronous bandwidth. */
908      accum_sync = 0.0;

909  /* Reset counters for transmitted frames and bits. */
910      num_frames_sent = 0;
911      num_bits_sent = 0;

912  /* The transmission sequence must end if the input queue */
913  /* becomes exhausted. Other termination conditions are */
914  /* embedded in the loop. */
915  /* 27DEC93: modify the loop to accomodate subqueue structure. */
916  /* A "for" loop is imposed over the original "while" loop. */
917  /* First, reset the break marker. "punt". -Nix */
918      punt = 0;
919      for (i = NUM_PRIOS - 1; i > -1; i--)
920      {
921          while (op_subq_stat (i, OPC_QSTAT_PKSIZE) > 0.0)
922          {
923              /* Remove the next frame for transmission. */
924              pkptr = op_subq_pk_remove (i, OPC_QPOS_HEAD);

925              /* Obtain the frame's service class. */
926              op_pk_nfd_get (pkptr, "svc_class", &svc_class);

927              /* Synchronous and asynchronous frames are treated differently. */
928              if (svc_class == FDDI_SVC_SYNC)
929              {
930                  /* Obtain the frame's length, and compute */
931                  /* the time required to transmit it. */
932                  pk_len = op_pk_total_size_get (pkptr);
933                  tx_time = (double) pk_len / FDDI_TX_RATE;

934                  /* Check if synchronous bandwidth allocation for this */
935                  /* station would be exceeded if the transmission were to occur. */
936                  if (accum_sync + tx_time > sync_bandwidth)
937                  {
938                      /* The frame could not be sent without exceeding */
939                      /* the allocated synchronous bandwidth. */
940                      /* so it is replaced on the queue. */
941                      /* 27DEC93: in this case, i is the highest priority, */
942                      /* which is reserved for synchronous traffic. -Nix */
943                      op_subq_pk_insert (i, pkptr, OPC_QPOS_HEAD);

944                      /* Exit the transmission loop since the frame */
945                      /* transmission request cannot be honored. */
946                      punt = 1;
947                      break;
948                  }
949                  else{
950                      /* Send the frame into the ring after other frames have completed. */

```

```

951 /* Also, account for its proagation delay; because the token propagation
952 */
953 /* delay and the frame propagation delay must be consistent, and the */
954 /* token propagation delay is specified as a ring parameter (i.e.,
955 stations */
956 /* are assumed to be equally spaced), the ring is intended to run with
957 */
958 /* the "delay" attributes of point-to-point links set at zero. */
959         op_pk_send_delayed (pkptr, FDDI_PHY_STRM_OUT,
960             accum_bandwidth + Fddi_Prop_Delay);

961 /* increase the consumed bandwidth to reflect this */
962 /* transmission. Also increase synchronous consumption. */
963         accum_bandwidth += tx_time;
964         accum_sync += tx_time;

965 /* Increase counters for transmitted bits and frames. */
966         num_frames_sent++;
967         num_bits_sent += pk_len;
968     }
969 }
970 else{
971 /* The request enqueued at the head of the queue is */
972 /* asynchronous. It may only be honored if the THT timer */
973 /* has not expired. */
974         if (tht_value >= Fddi_T_Opr)
975         {
976 /* replace the packet on the queue and exit the transmission loop. */
977             op_subq_pk_insert (i, pkptr, OPC_QPOS_HEAD);
978             punt = 1;
979             break;
980         }
981     else{
982 /* Obtain the priority assignment of the frame. */
983         op_pk_nfd_get (pkptr, "pri", &pri_level);

984 /* If the packet's assigned priority level */
985 /* is too low for it to be serviced, then exit the loop */
986 /* after replacing the packet in the queue. */

987 /* ***** */
988 /* 08MAR94: print the values to be compared. -Nix */
989 /* printf("l. TX_DATA: T_Pri[%d] < tht_value ?\n", i); */
990 /* printf("%d < %d ?\n", T_Pri [i], tht_value); */
991 /* ***** */

992         if (T_Pri [pri_level] < tht_value)
993         {
994             op_subq_pk_insert (i, pkptr, OPC_QPOS_HEAD);
995             punt = 1;

```

```

996             break;
997         }

998     /* Obtain the frame's length, and compute the time */
999     /* which would be required to transmit it. */
1000         pk_len = op_pk_total_size_get (pkptr);
1001         tx_time = (double) pk_len / FDDI_TX_RATE;

1002     /* Determine the requested token class to be */
1003     /* released after this frame is transmitted. */
1004         op_pk_nfd_get (pkptr, "tk_class", &tk_class);

1005     /* If the station is in restricted mode, then it may */
1006     /* exit this mode if the class is now nonrestricted */
1007     /* or if the restricted peer is not the addressee. */
1008         if (restricted)
1009         {
1010             /* Determine the destination address for the new packet. */
1011             op_pk_nfd_get (pkptr, "dest_addr", dest_addr);

1012             /* if (tk_class == FDDI_TK_NONRESTRICTED || */
1013             /*     res_peer != dest_addr) */
1014
1015                 if (tk_class == FDDI_TK_NONRESTRICTED ||
1016                     dest_addr[res_peer] != 1)
1017                 {
1018                     /* Exit restricted mode */
1019                     restricted = 0;

1020             /* Modify the token to reflect the mode change. */
1021             op_pk_nfd_set (tk_pkptr, "class",
1022                 FDDI_TK_NONRESTRICTED);
1023             }
1024         }
1025         else{
1026             /* Determine the class of the current captured token. */
1027             op_pk_nfd_get (tk_pkptr, "class",
1028                 &current_tk_class);

1029             /* When not in restricted mode, this mode may be entered */
1030             /* if the passed packet has the appropriate token class requested, */
1031             /* and the token is not already restricted. */
1032             if (tk_class == FDDI_TK_RESTRICTED &&
1033                 current_tk_class != FDDI_TK_RESTRICTED)
1034             {

1035                 /* Enter restricted mode. */
1036                 restricted = 1;

1037             /* Store the address of the restricted peer station. */

```

```

1038 /* op_pk_nfd_get (pkptr, "dest_addr", &res_peer); */
1039         op_pk_nfd_get (pkptr, "dest_addr",
1040             &dest_addr[res_peer]);

1041 /* Modify the token to reflect the mode change. */
1042         op_pk_nfd_set (tk_pkptr, "class",
1043             FDDI_TK_RESTRICTED);
1044         op_pk_nfd_set (tk_pkptr, "res_station",
1045             res_peer);
1046     }
1047 }

1048 /* Send the frame once previous transmissions have completed. */
1049 /* Account for propagation delay as well. */
1050         op_pk_send_delayed (pkptr, FDDI_PHY_STRM_OUT,
1051             accum_bandwidth + Fddi_Prop_Delay);

1052 /* Increment THT emulation variable, and consumed bandwidth accumulator.
1053  */
1054 /* 08MAR94: note that tht_value is incrementing, not decrementing. -Nix
1055  */
1056         tht_value += tx_time;
1057         accum_bandwidth += tx_time;

1058 /* ***** */
1059 /* 08MAR94: print the Token Holding Time value. -Nix */
1060 /* printf("2. TX_DATA: tht_value is %d\n", tht_value); */
1061 /* ***** */

1062 /* Increase counters for transmitted bits and frames. */
1063         num_frames_sent++;
1064         num_bits_sent += pk_len;
1065     }
1066 }
1067     } /* closes the 'while' loop */
1068     if (punt == 1) /* If the 'while' loop was broken. */
1069     {
1070         punt = 0; /* then reset the 'break' marker, */
1071         break; /* and break out of the 'for' loop too. */
1072     }
1073     } /* closes the 'for' loop. */

1074 /* Since the token is about to be sent, its transmission time */
1075 /* must be reflected in the accumulated bandwidth. This is not */
1076 /* done in the ISSUE_TK state because when the token is merely */
1077 /* repeated, full transmission delay is not required, only */
1078 /* a small delay for repeating. */
1079         accum_bandwidth += FDDIC_TOKEN_TX_TIME;

```

```

1080  /* If the station has no more data to send (synchronous or */
1081  /* asynchronous), it should indicate this to the token acceleration */
1082  /* mechanism by deregistering its interest in the token. */
1083  /* 27DEC94: the original code must be modified to include a check */
1084  /* of subqueues. -Nix */
1085      q_check = 1;
1086      for (i = NUM_PRIOS - 1; i < -1; i--)
1087      {
1088          if (op_subq_stat (i, OPC_QSTAT_PKSIZE) == 0.0)
1089          {
1090              q_check = 0;
1091          }
1092          else {
1093              q_check = 1;
1094              break;
1095          }
1096      }

1097      if (tk_registered && q_check == 0)
1098      {
1099          tk_registered = 0;
1100          fddiTk_deregister ();
1101      }
1102  }

1103  /** state (TX_DATA) exit executives **/
1104      FSM_STATE_EXIT_FORCED (9, state9_exit_exec, "TX_DATA")
1105      {
1106      }

1107  /** state (TX_DATA) transition processing **/
1108      FSM_TRANSIT_FORCE (2, state2_enter_exec, ;)
1109  /*-----*/

1110  /** state (CLAIM) enter executives **/
1111      FSM_STATE_ENTER_UNFORCED (10, state10_enter_exec, "CLAIM")
1112      {
1113          /* Obtain this station's object id which is used */
1114          /* to access the station's attribute assignments. */
1115          my_objid = op_id_self ();

1116          /* Using the object id, obtain the ring id. */
1117          /* The ring id is used by macros defined in the */
1118          /* header block to obtain "ring-global" values, */
1119          /* values shared by all stations on a ring. */
1120          op_ima_obj_attr_get (my_objid, "ring_id", &ring_id);

1121          /* Initialize global variable values. */
1122          Fddi_Tk_Blocked = 0;
1123          Fddi_Num_Stations = 0;

```



```

1124         Fddi_Num_Registered = 0;

1125     /* Using the object id, obtain the value of 'T_Req'. */
1126     /* the value of TTRT requested by this station. */
1127     op_ima_obj_attr_get (my_objid, "T_Req", &T_Req);

1128     /* The lowest value of T_Req becomes T_Opr for the ring as a whole. */
1129     if (T_Req < Fddi_T_Opr || Fddi_Claim_Start)
1130     {
1131         /* The T_Req for this station is lower than any other to date */
1132         /* so it is installed in the T_Opr variable. */
1133         Fddi_T_Opr = T_Req;

1134         /* The flag indicating that the claim process is just */
1135         /* beginning may now be cleared. */
1136         Fddi_Claim_Start = 0;
1137     }

1138     /* Request a self interrupt from the Simulation Kernel at the current */
1139     /* time so that after all stations have executed their claim states, */
1140     /* they can proceed with initializations. This is necessary */
1141     /* because some initializations are based in the value of T_Opr */
1142     /* and it must therefore be known that all stations have settled */
1143     /* on a final value. */
1144     op_intrpt_schedule_self (op_sim_time (), 0);
1145 }

1146 /** blocking after enter executives of unforced state. */
1147 FSM_EXIT (21,fddi_mac_mult)

1148 /** state (CLAIM) exit executives */
1149 FSM_STATE_EXIT_UNFORCED (10, state10_exit_exec, "CLAIM")
1150 {
1151 }

1152 /** state (CLAIM) transition processing */
1153 FSM_TRANSIT_FORCE (0, state0_enter_exec, ;)
1154 /*-----*/
1155 }
1156 FSM_EXIT (10,fddi_mac_mult)
1157 }

1158 void
1159 fddi_mac_mult_svar (prs_ptr,var_name,var_p_ptr)
1160     fddi_mac_mult_state      *prs_ptr;
1161     char                      *var_name, **var_p_ptr;
1162     {

1163     FIN (fddi_mac_mult_svar (prs_ptr))

```

```

1164     *var_p_ptr = VOS_NIL;
1165     if (Vos_String_Equal ("ring_id" , var_name))
1166         *var_p_ptr = (char *) (&prs_ptr->sv_ring_id);
1167     if (Vos_String_Equal ("THT" , var_name))
1168         *var_p_ptr = (char *) (&prs_ptr->sv_THT);
1169     if (Vos_String_Equal ("T_Req" , var_name))
1170         *var_p_ptr = (char *) (&prs_ptr->sv_T_Req);
1171     if (Vos_String_Equal ("T_Pri" , var_name))
1172         *var_p_ptr = (char *) (&prs_ptr->sv_T_Pri);
1173     if (Vos_String_Equal ("my_objid" , var_name))
1174         *var_p_ptr = (char *) (&prs_ptr->sv_my_objid);
1175     if (Vos_String_Equal ("spawn_token" , var_name))
1176         *var_p_ptr = (char *) (&prs_ptr->sv_spawn_token);
1177     if (Vos_String_Equal ("my_address" , var_name))
1178         *var_p_ptr = (char *) (&prs_ptr->sv_my_address);
1179     if (Vos_String_Equal ("tk_pkptr" , var_name))
1180         *var_p_ptr = (char *) (&prs_ptr->sv_tk_pkptr);
1181     if (Vos_String_Equal ("sync_bandwidth" , var_name))
1182         *var_p_ptr = (char *) (&prs_ptr->sv_sync_bandwidth);
1183     if (Vos_String_Equal ("sync_pc" , var_name))
1184         *var_p_ptr = (char *) (&prs_ptr->sv_sync_pc);
1185     if (Vos_String_Equal ("restricted" , var_name))
1186         *var_p_ptr = (char *) (&prs_ptr->sv_restricted);
1187     if (Vos_String_Equal ("res_peer" , var_name))
1188         *var_p_ptr = (char *) (&prs_ptr->sv_res_peer);
1189     if (Vos_String_Equal ("tk_registered" , var_name))
1190         *var_p_ptr = (char *) (&prs_ptr->sv_tk_registered);
1191     if (Vos_String_Equal ("to_llc_ici_ptr" , var_name))
1192         *var_p_ptr = (char *) (&prs_ptr->sv_to_llc_ici_ptr);
1193     if (Vos_String_Equal ("tk_trace_on" , var_name))
1194         *var_p_ptr = (char *) (&prs_ptr->sv_tk_trace_on);

1195     FOUT;
1196 }

1197 void
1198 fddi_mac_mult_diag ()
1199 {
1200     /* Packets and ICI's */
1201     Packet*      mac_frame_ptr;
1202     Packet*      pdu_ptr;
1203     Packet*      pkptr;
1204     Packet*      data_pkptr;
1205     Ici*         ici_ptr;

1206     /* Packet Fields and Attributes */
1207     int          req_pri, svc_class, req_tk_class;
1208     int          frame_control, src_addr;
1209     int          pk_len, pri_level;
1210     static

```

```

1211      int          *da_ptr, dest_addr[];

1212      /* Token - Related */
1213      int          tk_usable, res_station, tk_class;
1214      int          current_tk_class;
1215      double       accum_sync;

1216      /* Timer - Related */
1217      double       tx_time, timer_remaining, accum_bandwidth;
1218      double       tht_value;

1219      /* Miscellaneous */
1220      int          i;
1221      int          spawn_station, phy_arrival;
1222      char         error_string [512];
1223      int          num_frames_sent, num_bits_sent;

1224      /* 26DEC93: loop management variables, used in RCV_TK */
1225      /* and ENCAP states. -Nix */
1226      int          NUM_PRIOS;
1227      int          punt;
1228      int          q_check;

1229      /* 08FEB94: case management variables, used in FR_REPEAT. -Nix */
1230      int          for_me;
1231      int          count_addees;

1232      /* 08MAR94: "field holding" variables, used in FR_REPEAT. -Nix */
1233      Packet*      info_ptr;

1234      FIN (fddi_mac_mult_diag ())

1235      /* Print out values of timers, and late token counter. */
1236      /* Also print out data about restricted mode. */
1237      /* (This code may be executed by the simulation debugger */
1238      /* by invoking the command 'modprint'). */

1239      sprintf (str0, "Timers (count upwards): TRT (%.9g), THT (%.9g)",
1240              fddi_timer_value (TRT), fddi_timer_value (THT));
1241      sprintf (str1, "Late_ct (%d)", Late_Ct);
1242      op_prg_odb_print_major (str0, str1, OPC_NIL);
1243      if (restricted)
1244          sprintf (str0, "token is in restricted dialog with (%d)\n",
1245                  res_peer);
1246      else sprintf (str0, "token is unrestricted\n");
1247      op_prg_odb_print_major (str0, OPC_NIL);
1248      FOUT;
1249      }

1250      void

```

```

1251 fddi_mac_mult_terminate ()
1252 {
1253 /* Packets and ICI's */
1254 Packet*      mac_frame_ptr;
1255 Packet*      pdu_ptr;
1256 Packet*      pkptr;
1257 Packet*      data_pkptr;
1258 Ici*         ici_ptr;

1259 /* Packet Fields and Attributes */
1260 int          req_pri, svc_class, req_tk_class;
1261 int          frame_control, src_addr;
1262 int          pk_len, pri_level;
1263 static
1264 int          *da_ptr, dest_addr[];

1265 /* Token - Related */
1266 int          tk_usable, res_station, tk_class;
1267 int          current_tk_class;
1268 double       accum_sync;

1269 /* Timer - Related */
1270 double       tx_time, timer_remaining, accum_bandwidth;
1271 double       tht_value;

1272 /* Miscellaneous */
1273 int          i;
1274 int          spawn_station, phy_arrival;
1275 char         error_string [512];
1276 int          num_frames_sent, num_bits_sent;

1277 /* 26DEC93: loop management variables, used in RCV_TK */
1278 /* and ENCAP states. -Nix */
1279 int          NUM_PRIOS;
1280 int          punt;
1281 int          q_check;

1282 /* 08FEB94: case management variables, used in FR_REPEAT. -Nix */
1283 int          for_me;
1284 int          count_addees;

1285 /* 08MAR94: "field holding" variables, used in FR_REPEAT. -Nix */
1286 Packet*      info_ptr;

1287     FIN (fddi_mac_mult_terminate ())
1288     FOUT;
1289 }

1290 Compcode
1291 fddi_mac_mult_init (pr_state_pptr)

```

```

1292     fddi_mac_mult_state      **pr_state_pptr:
1293     {
1294     static VosT_Cm_Obtype    obtype = OPC_NIL;

1295     FIN (fddi_mac_mult_init (pr_state_pptr))

1296     if (obtype == OPC_NIL)
1297     {
1298         if (Vos_Catmem_Register ("proc state vars (fddi_mac_mult)", sizeof
1299             (fddi_mac_mult_state), Vos_Nop, &obtype) == VOSC_FAILURE)
1300             FRET (OPC_COMPCODE_FAILURE)
1301     }

1302     if ((*pr_state_pptr = (fddi_mac_mult_state*) Vos_Catmem_Alloc
1303         (obtype, 1)) == OPC_NIL)
1304         FRET (OPC_COMPCODE_FAILURE)
1305     else
1306     {
1307         (*pr_state_pptr)->current_block = 20;
1308         FRET (OPC_COMPCODE_SUCCESS)
1309     }
1310 }

1311 /** The procedures defined in this section serve **/
1312 /** to simplify the code in the main body of the **/
1313 /** process model by providing primitives for timer **/
1314 /** manipulation.. **/

1315     fddi_timer_disable (timer_ptr)
1316         FddiT_Timer*      timer_ptr:
1317     {
1318         /* if the timer is already disabled, do nothing */
1319         if (timer_ptr->enabled)
1320         {
1321             /* disable the timer */
1322             timer_ptr->enabled = 0;

1323             /* reassign the accumulated time so far */
1324             timer_ptr->accum = op_sim_time () - timer_ptr->start_time;
1325         }
1326     }

1327     fddi_timer_enable (timer_ptr)
1328         FddiT_Timer*      timer_ptr:
1329     {
1330         /* if the timer is already enabled, simply return */
1331         if (!timer_ptr->enabled)
1332         {
1333             /* reenale the timer */
1334             timer_ptr->enabled = 1;

```

```

1335  /* set the start time to the current time */
1336  /* less the accumulated time so far */
1337      timer_ptr->start_time = op_sim_time () - timer_ptr->accum;
1338  }
1339  }

1340  fddi_timer_expired (timer_ptr)
1341      FddiT_Timer*      timer_ptr;
1342  {
1343      if (fddi_timer_remaining (timer_ptr) <= 0.0)
1344          return 1;
1345      else return 0;
1346  }

1347  double
1348  fddi_timer_remaining (timer_ptr)
1349      FddiT_Timer*      timer_ptr;
1350  {
1351  /* if the timer is enabled, update the accumulated time */
1352      if (timer_ptr->enabled)
1353      {
1354          timer_ptr->accum = op_sim_time () - timer_ptr->start_time;
1355      }

1356  /* return the timer remaining before expiration */
1357  /* a non-positive value indicates an expired timer */
1358      return (timer_ptr->target_accum - timer_ptr->accum);
1359  }

1360  double
1361  fddi_timer_value (timer_ptr)
1362      FddiT_Timer*      timer_ptr;
1363  {
1364  /* if the timer is enabled, update the accumulated time */
1365      if (timer_ptr->enabled)
1366      {
1367          timer_ptr->accum = op_sim_time () - timer_ptr->start_time;
1368      }
1369      return (timer_ptr->accum);
1370  }

1371  fddi_timer_set_value (timer_ptr, value)
1372      FddiT_Timer*      timer_ptr;
1373      double            value;
1374  {
1375      timer_ptr->accum = value;
1376  }

1377  fddi_timer_copy (from_timer_ptr, to_timer_ptr)

```

```

1378     FddiT_Timer*      from_timer_ptr;
1379     FddiT_Timer*      to_timer_ptr;
1380     {
1381     Vos_Copy_Memory (from_timer_ptr, to_timer_ptr, sizeof
1382     (FddiT_Timer));
1383     }

1384     fddi_timer_set (timer_ptr, duration)
1385     FddiT_Timer*      timer_ptr;
1386     {
1387     /* clear out accumulated time */
1388     timer_ptr->accum = 0.0;

1389     /* assign the timer duration */
1390     timer_ptr->target_accum = duration;

1391     /* assign the current time */
1392     timer_ptr->start_time = op_sim_time ();

1393     /* enable the timer */
1394     timer_ptr->enabled = 1;
1395     }

1396     FddiT_Timer*
1397     fddi_timer_create ()
1398     {
1399     FddiT_Timer*      timer_ptr;

1400     /* allocate memory for a timer structure */
1401     timer_ptr = (FddiT_Timer*) malloc (sizeof (FddiT_Timer));

1402     /* initialize the timer in the disabled mode */
1403     fddi_timer_init (timer_ptr);

1404     /* return the timer's address */
1405     return (timer_ptr);
1406     }

1407     fddi_timer_init (timer_ptr)
1408     FddiT_Timer*      timer_ptr;
1409     {
1410     /* the timer is initially disabled */
1411     timer_ptr->enabled = 0;

1412     /* the accumulated time is zero */
1413     timer_ptr->accum = 0.0;

1414     /* the target accumulated time is infinite */
1415     timer_ptr->target_accum = VOS_DOUBLE_INFINITY;

```

```

1416  /* the start time is now */
1417      timer_ptr->start_time = op_sim_time ();
1418  }

1419      fddi_station_register (address, objid)
1420          Objid          objid;
1421          int            address;
1422      {
1423  /* Fill an entry in the table which maps station */
1424  /* addresses to OPNET object ids */
1425      FIN (fddi_station_register (address, objid))

1426      Fddi_Address_Table [address] = objid;

1427  /* Keep track of total number of stations on the ring */
1428      Fddi_Num_Stations++;

1429      FOUT
1430  }

1431      fddi_tk_register ()
1432      {
1433  /* Register the station's intent to use the token. */
1434  /* This should be done whenever an unregistered */
1435  /* station obtains new data to transmit. */
1436      FIN (fddi_tk_register ())

1437  /* increase the number of registered stations */
1438      Fddi_Num_Registered++;

1439  /* if the token is currently blocked, unblock it */
1440      if (Fddi_Tk_Blocked && Fddi_Tk_Accelerate)
1441      {
1442          fddi_tk_unblock ();
1443      }

1444      FOUT
1445  }

1446      fddi_tk_deregister ()
1447      {
1448  /* Cancel the station's intent to use the token. */
1449  /* This should be done whenever a registered */
1450  /* station exhausts its transmittable data. */
1451      FIN (fddi_tk_deregister ())

1452  /* decrease the number of registered stations */
1453      Fddi_Num_Registered--;

1454      FOUT

```



```

1455     )

1456     fddiTk_indicate_no_data (token, address, delay)
1457     Packet*      token;
1458     int           address;
1459     double        delay;
1460     {
1461         FIN (fddiTk_indicate_no_data (token, address, delay))

1462     /* The calling station is indicating that it has captured */
1463     /* the token, but has no data to send.  If no other stations */
1464     /* have data to send either, the token may be blocked to gain */
1465     /* simulation efficiency. */
1466         if (Fddi_Num_Registered == 0 && Fddi_Tk_Accelerate)
1467         {
1468             fddiTk_block (token, address);
1469         }
1470         else{
1471             /* If the token cannot be blocked, send it into the ring. */
1472             op_pk_send_delayed (token, FDDI_PHY_STRM_OUT,
1473                 delay + Fddi_Prop_Delay);
1474         }
1475         FOUT
1476     }

1477     fddiTk_block (token, address)
1478     Packet*      token;
1479     int           address;
1480     {
1481         int        i;

1482         FIN (fddiTk_block (token, address))

1483     /* Record the address of the blocking station and blocking time. */
1484         Fddi_Tk_Block_Base_Time = op_sim_time ();
1485         Fddi_Tk_Block_Base_Station = address;

1486         if (tk_trace_on == OPC_TRUE)
1487         {
1488             sprintf (str0, "Blocking Token: station (%d), time (%.9f)",
1489                 Fddi_Tk_Block_Base_Station, Fddi_Tk_Block_Base_Time);
1490             op_prg_odb_print_major (str0, OPC_NIL);
1491         }

1492     /* Indicate that the token is blocked */
1493         Fddi_Tk_Blocked = 1;

1494     /* discard the token packet; another one will be */
1495     /* created when the token is unblocked. */
1496         op_pk_destroy (token);

```

```

1497 /* Cancel TRT timers at all MAC interfaces; otherwise these */
1498 /* timers may continue to expitr during the idle period, */
1499 /* generating unnecessary events. */
1500     if (tk_trace_on == OPC_TRUE)
1501     {
1502         sprintf (str0, "Canceling timers for (%d) stations",
1503             Fddi_Num_Stations);
1504         op_prg_odb_print_major (str0, OPC_NIL);
1505     }

1506     for (i = 0; i < Fddi_Num_Stations; i++)
1507     {
1508         /* Retain the time at which the TRT would have expired; */
1509         /* this is used for calculations when the token is */
1510         /* reinjected into the ring. */
1511         Fddi_Trt_Exp_Time [i] = op_ev_time (Fddi_Trt_Handle [i]);

1512         /* Cancel the TRT expiration event. */
1513         op_ev_cancel (Fddi_Trt_Handle [i]);
1514     }
1515     FOUT
1516 }

1517 fddi_tk_unblock ()
1518 {
1519     double          elapsed_time, first_tk_rx, last_tk_rx;
1520     double          tk_lap_time, next_time, current_time;
1521     double          dbl_num_hops, num_tk_rx, floor (), ceil ();
1522     int             i, num_hops, next_station;

1523     FIN (fddi_tk_unblock ())

1524     /* reset the blocking indicator */
1525     Fddi_Tk_Blocked = 0;

1526     /* Get the current time, used for many calculations below */
1527     current_time = op_sim_time ();

1528     if (tk_trace_on == OPC_TRUE)
1529     {
1530         sprintf (str0, "Unblocking token for ring (%d)", ring_id);
1531         op_prg_odb_print_major (str0, OPC_NIL);
1532     }

1533     /* For all stations on the ring, adjust TRT timer and Late_Ct flag. */
1534     for (i = 0; i < Fddi_Num_Stations; i++)
1535     {
1536         if (tk_trace_on == OPC_TRUE)
1537         {
1538             sprintf (str0, "adjusting state of station (%d)", i);

```

```

1539         op_prg_odb_print_minor ("", str0, OPC_NIL);
1540     }
1541     /* Calculate number of hops separating station i from block base
1542        station. */
1543     /* In special case where i is the base station, the token must run a
1544        full */
1545     /* lap before returning. */
1546     if (i != Fddi_Tk_Block_Base_Station)
1547     {
1548         num_hops = (i - Fddi_Tk_Block_Base_Station) %
1549             Fddi_Num_Stations;
1550         if (num_hops < 0)
1551             num_hops = Fddi_Num_Stations + num_hops;
1552     }
1553     else num_hops = Fddi_Num_Stations;

1554     /* Calculate first time at which token would have been received by
1555        station i. */
1556     /* Note that initial release of token from base station takes a
1557        different */
1558     /* amount of time than repeating of token by other stations. Thus, the
1559        first */
1560     /* hop is assumed, and the base time is augmented by the time required
1561        to */
1562     /* complete it. */
1563     first_tk_rx = Fddi_Tk_Block_Base_Time + FDDIC_TOKEN_TX_TIME +
1564         Fddi_Prop_Delay + (num_hops - 1) * Fddi_Tk_Hop_Delay;

1565     if (tk_trace_on == OPC_TRUE)
1566     {
1567         sprintf (str0, "station is (%d) hops from base", num_hops);
1568         sprintf (str1, "first receipt of token would be at (%.9f)",
1569             first_tk_rx);
1570         op_prg_odb_print_minor (str0, str1, OPC_NIL);
1571     }

1572     /* Case 1: the token would not yet have been received by station i. */
1573     if (first_tk_rx > current_time)
1574     {
1575         /* Case 1a: the TRT at station i would not yet have expired. */
1576         if (Fddi_Trt_Exp_Time [i] > current_time)
1577         {
1578             /* Late_Ct remains at i original value; only the TRT needs */
1579             /* to be started again, with the same expiration time. */
1580             TRT_SET (i, Fddi_Trt_Exp_Time [i])

1581             if (tk_trace_on == OPC_TRUE)
1582             {
1583                 sprintf (str0, "Restoring TRT to previous exp. time
1584                     (%.9f)", Fddi_Trt_Exp_Time [i]);

```

```

1585             op_prg_oddb_print_minor ("Token would not be received
1586             and TRT not expired", str0, OPC_NIL);
1587         }
1588     }
1589     /* Case 1b: the TRT at station i would have expired. */
1590     else
1591     {
1592         /* Late_Ct would have been set; also the timer would have been
1593         rescheduled */
1594         /* for an entire TTRT at the time of expiration. */
1595         Fddi_Late_Ct [i] = 1;
1596         TRT_SET (i, (Fddi_T_Opr + Fddi_Trt_Exp_Time [i]))

1597         if (tk_trace_on == OPC_TRUE)
1598         {
1599             sprintf (str0, "Restoring TRT to proper exp. time
1600             (%.9f)", Fddi_T_Opr + Fddi_Trt_Exp_Time [i]);
1601             op_prg_oddb_print_minor ("Token would not be received
1602             and TRT would have expired", str0, OPC_NIL);
1603         }
1604     }
1605 }

1606 /* Case 2: the token would have been received (perhaps more than once).
1607 */
1608     else
1609     {
1610         /* Calculate the number of times the token would have been received */
1611         /* not including the first receipt. */
1612         tk_lap_time = Fddi_Tk_Hop_Delay * Fddi_Num_Stations;
1613         num_tk_rx = floor ((current_time - first_tk_rx) /
1614         tk_lap_time);

1615         /* Calculate the latest time at which the token would have been
1616         received. */
1617         last_tk_rx = first_tk_rx + (num_tk_rx * tk_lap_time);

1618         /* Clear Late_Ct and schedule timer to expire at last receipt of token
1619         */
1620         /* plus one full TTRT. */
1621         Fddi_Late_Ct [i] = 0;
1622         TRT_SET (i, (last_tk_rx + Fddi_T_Opr))
1623         if (tk_trace_on == OPC_TRUE)
1624         {
1625             sprintf (str0, "token received (%g) times, last receipt
1626             at (%.9f)", num_tk_rx + 1.0, last_tk_rx);
1627             sprintf (str1, "Restoring TRT to proper exp. time
1628             (%.9f)", last_tk_rx + Fddi_T_Opr);
1629             op_prg_oddb_print_minor ("Token would have been received;
1630             Late_Ct is cleared", str1, str0, OPC_NIL);

```

```

1631         }
1632     }
1633 }

1634 /* compute the time since the token was blocked */
1635     elapsed_time = current_time - Fddi_Tk_Block_Base_Time;

1636 /* compute the number of hops completed on the ring. For the first hop
1637 */
1638 /* the token is transmitted directly, not repeated. For all remaining
1639 */
1640 /* hops, the delay is the station latency plus the propagation delay.
1641 */
1642 /* Thus, the first hop is assumed, and the remaining time for
1643 additional*/
1644 /* hops is computed beginning at the time where the token enters the */
1645 /* base station's downstream neighbor */
1646     dbl_num_hops = 1.0 + (elapsed_time - FDDIC_TOKEN_TX_TIME -
1647         Fddi_Prop_Delay) / Fddi_Tk_Hop_Delay;

1648 /* If the token was unblocked in less time than it would have taken to
1649 */
1650 /* be fully transmitted by the base station, dbl_num_hops will be */
1651 /* negative. However, 1 full hop would still be required before the */
1652 /* token could be used, since the station had already committed to */
1653 /* issuing the token. Thus, the actual of number of hops should never */
1654 /* be less than 1. If it is, round it to 1. */
1655     if (dbl_num_hops < 1.0)
1656         dbl_num_hops = 1.0;
1657     else
1658     {
1659 /* In all other cases, round the number of hops up to the nearest */
1660 /* integer value. If already an integer, then leave as is. */
1661         dbl_num_hops = ceil (dbl_num_hops);
1662     }

1663 /* Obtain an integer equivalent of dbl_num_hops. */
1664     num_hops = dbl_num_hops;

1665 /* Based on the number of hops and the base station, compute the */
1666 /* next station where the token will appear. */
1667     next_station = (num_hops + Fddi_Tk_Block_Base_Station) %
1668         Fddi_Num_Stations;

1669 /* Compute the time at which the token will appear there. */
1670 /* Again, assume the first hop occurred, and measure time */
1671 /* from there forward. */
1672     next_time = Fddi_Tk_Block_Base_Time + (FDDIC_TOKEN_TX_TIME +
1673         Fddi_Prop_Delay) + (dbl_num_hops - 1.0) * Fddi_Tk_Hop_Delay;

```

```

1674         if (tk_trace_on == OPC_TRUE)
1675         {
1676             sprintf (str0, "Re-introducing token at station (%d), at time
1677                 (%.9f)", next_station, next_time);
1678             op_prg_odb_print_minor (str0, OPC_NIL);
1679         }

1680     /* reinject the token at that station */
1681     fddi_tk_inject (next_station, next_time);

1682     FOUT
1683 }

1684     fddi_tk_inject (address, arv_time)
1685     int             address;
1686     double          arv_time;
1687     {
1688     /* Re-insert the token into the ring after an idle period. */
1689     FIN (fddi_tk_inject (address, arv_time))

1690     /* The token is recreated and reinserted onto the ring */
1691     /* at the specified station which is not necessarily the */
1692     /* station now requesting the token. */
1693     /* The station which will reinsert the token is */
1694     /* asked to do so by means of a remote interrupt. */
1695     op_intrpt_schedule_remote (arv_time, FDDIC_TK_INJECT,
1696         Fddi_Address_Table [address]);

1697     FOUT
1698 }

1699     fddi_load_frame_attrs (dest_addr_ptr, svc_class_ptr, pri_level_ptr)
1700     int             *dest_addr_ptr, *svc_class_ptr, *pri_level_ptr;
1701     {
1702     int             NUM_PRIOS, i;    /* 26JAN94 */
1703     Packet          *pkptr;

1704     FIN (fddi_load_frame_attrs (dest_addr_ptr, svc_class_ptr,
1705         pri_level_ptr))

1706     /* remove next packet in queue */
1707     /* 27DEC94: loop structure superimposed to handle a bank of subqueues.
1708     */
1709     /* Extract the packet with the highest priority, that is, the packet
1710     */
1711     /* at the head of the highest-numbered subqueue containing packets.
1712     */
1713     /* Note that the C language vector numbering convention numbers the
1714     */
1715     /* subqueues from 0 to 7, while FDDI convention is to number the */

```

```

1716 /* corresponding asynchronous priorities from 1 to 8. This is */
1717 /* reconciled in the statistical outputs available in the Analysis */
1718 /* Editor, where labels are assigned accordingly. Also note that */
1719 /* synchronous traffic is assigned priority 8 as an artifice to allow
1720 */
1721 /* routing through a separate subqueue, by which statistics may be */
1722 /* gathered for traffic by class and by priority. -Nix */
1723 NUM_PRIOS = 9;
1724 for (i = NUM_PRIOS - 1; i > -1; i--)
1725 {
1726     if (op_subq_stat (i, OPC_QSTAT_PKSIZE) > 0.0)
1727     {
1728         pkptr = op_subq_pk_remove (i, OPC_QPOS_HEAD);
1729         break;
1730     }
1731 }
1732 /* extract the fields of interest */
1733 op_pk_nfd_get (pkptr, "dest_addr", dest_addr_ptr);
1734 op_pk_nfd_get (pkptr, "svc_class", svc_class_ptr);

1735 /* only read priority level if frame is asynchronous */
1736 if (*svc_class_ptr == FDDI_SVC_ASYNC)
1737     op_pk_nfd_get (pkptr, "pri", pri_level_ptr);

1738 /* replace the packet on the proper subqueue */
1739 op_subq_pk_insert (i, pkptr, OPC_QPOS_HEAD);
1740 FOUT
1741 }

```

## APPENDIX F. SOURCE "C" CODE:

### "fddi\_gen\_mult.pr.c"

The line numbering in this appendix is used for reference within this thesis only, and does not correspond with that seen in OPNET<sup>®</sup>s text editors.

```
1  /* Process model C form file: fddi_gen_mult.pr.c */
2  /* Portions of this file Copyright (C) MIL 3, Inc. 1992 */

3  /* OPNET system definitions */
4  #include <opnet.h>
5  #include "fddi_gen_mult.pr.h"
6  FSM_EXT_DECS

7  /* Header block */
8  #define MAC_LAYER_OUT_STREAM      0

9  /* define possible service classes for frames */
10 #define FDDI_SVC_ASYNC            0
11 #define FDDI_SVC_SYNC             1

12 /* define token classes */
13 #define FDDI_TK_NONRESTRICTED     0
14 #define FDDI_TK_RESTRICTED       1

15 /* 07FEB94: define the number of stations */
16 #define NUM_STATIONS              50

17 /* a global counting variable */
18 /* nt genARRIVAL = 0; */

19 /* State variable definitions */
20 typedef struct
21 {
22     FSM_SYS_STATE
23     Distribution*      sv_inter_dist_ptr;
24     Distribution*      sv_len_dist_ptr;
25     Distribution*      sv_dest_dist_ptr;
26     Distribution*      sv_pkt_priority_ptr;
27     Objid              sv_mac_objid;
```



```

28     Objid                sv_my_id;
29     int                   sv_low_dest_addr;
30     int                   sv_high_dest_addr;
31     int                   sv_station_addr;
32     int                   sv_low_pkt_priority;
33     int                   sv_high_pkt_priority;
34     double                sv_arrival_rate;
35     double                sv_mean_pk_len;
36     double                sv_async_mix;
37     Ici*                  sv_mac_iciptr;
38     Distribution*         sv_num_addees_dist_ptr;
39     int                   sv_num_addees;
40     int                   sv_min_num_addees;
41     int                   sv_max_num_addees;
42     int                   sv_dest_addr[NUM_STATIONS+1];
43     } fddi_gen_mult_state;

44     #define pr_state_ptr      ((fddi_gen_mult_state*)
45     SimI_Mod_State_Ptr)
46     #define inter_dist_ptr    pr_state_ptr->sv_inter_dist_ptr
47     #define len_dist_ptr      pr_state_ptr->sv_len_dist_ptr
48     #define dest_dist_ptr     pr_state_ptr->sv_dest_dist_ptr
49     #define pkt_priority_ptr  pr_state_ptr->sv_pkt_priority_ptr
50     #define mac_objid         pr_state_ptr->sv_mac_objid
51     #define my_id             pr_state_ptr->sv_my_id
52     #define low_dest_addr     pr_state_ptr->sv_low_dest_addr
53     #define high_dest_addr    pr_state_ptr->sv_high_dest_addr
54     #define station_addr      pr_state_ptr->sv_station_addr
55     #define low_pkt_priority  pr_state_ptr->sv_low_pkt_priority
56     #define high_pkt_priority pr_state_ptr->sv_high_pkt_priority
57     #define arrival_rate      pr_state_ptr->sv_arrival_rate
58     #define mean_pk_len       pr_state_ptr->sv_mean_pk_len
59     #define async_mix         pr_state_ptr->sv_async_mix
60     #define mac_iciptr        pr_state_ptr->sv_mac_iciptr
61     #define num_addees_dist_ptr pr_state_ptr->sv_num_addees_dist_ptr
62     #define num_addees        pr_state_ptr->sv_num_addees
63     #define min_num_addees    pr_state_ptr->sv_min_num_addees
64     #define max_num_addees    pr_state_ptr->sv_max_num_addees
65     #define dest_addr         pr_state_ptr->sv_dest_addr

66     /* Process model interrupt handling procedure */

67     void
68     fddi_gen_mult ()
69     {
70         Packet      *pkptr;
71         int          pklen;
72         int          *da_ptr;

73         int          i, restricted;

```

```

74     int         pkt_prio;
75     int         nix;

76     FSM_ENTER (fddi_gen_mult)

77     FSM_BLOCK_SWITCH
78     {
79     /*-----*/
80     /** state (INIT) enter executives **/
81         FSM_STATE_ENTER_UNFORCED (0, state0_enter_exec, "INIT")
82         {
83         /* determine id of own processor to use in finding attrs */
84             my_id = op_id_self ();

85         /* 07FEB94: determine the upper and lower limits for multiple */
86         /* addressing from this station. -Nix */
87             op_ima_obj_attr_get (my_id, "min num addees", &min_num_addees);
88             op_ima_obj_attr_get (my_id, "max num addees", &max_num_addees);

89         /* 07FEB94: set up a distribution for the number of stations */
90         /* receive this packet. -Nix */
91             num_addees_dist_ptr = op_dist_load ("uniform_int",
92             min_num_addees, max_num_addees);

93         /* determine address range for uniform desination assignment */
94             op_ima_obj_attr_get (my_id, "low dest address",
95             &low_dest_addr);
96             op_ima_obj_attr_get (my_id, "high dest address",
97             &high_dest_addr);

98         /* determine object id of connected 'mac' layer process */
99             mac_objid = op_topo_assoc (my_id, OPC_TOPO_ASSOC_OUT,
100             OPC_OBJMTYPE_MODULE, MAC_LAYER_OUT_STREAM);

101         /* determine the address assigned to it */
102         /* which is also the address of this station */
103             op_ima_obj_attr_get (mac_objid, "station_address",
104             &station_addr);

105         /* set up a distribution for generation of addresses */
106             dest_dist_ptr = op_dist_load ("uniform_int", low_dest_addr,
107             high_dest_addr);

108         /* added 26DEC93 */
109         /* determine priority range for uniform traffic generation */
110             op_ima_obj_attr_get (my_id, "high pkt priority",
111             &high_pkt_priority);
112             op_ima_obj_attr_get (my_id, "low pkt priority",
113             &low_pkt_priority);

```

```

114  /* set up a distribution for generation of priorities */
115      pkt_priority_ptr = op_dist_load ("uniform_int",
116      low_pkt_priority, high_pkt_priority);

117  /* above added 26DEC93 */

118  /* also determine the arrival rate for packet generation */
119      op_ima_obj_attr_get (my_id, "arrival rate", &arrival_rate);

120  /* determine the mix of asynchronous and synchronous */
121  /* traffic. This is expressed as the proportion of */
122  /* asynchronous traffic. i.e a value of 1.0 indicates */
123  /* that all the produced traffic shall be asynchronous. */
124      op_ima_obj_attr_get (my_id, "async_mix", &async_mix);

125  /* set up a distribution for arrival generations */
126      if (arrival_rate != 0.0)
127      {
128  /* arrivals are exponentially distributed, with given mean */
129      inter_dist_ptr = op_dist_load ("constant", 1.0 /
130      arrival_rate, 0.0);

131  /* determine the distribution for packet size */
132      op_ima_obj_attr_get (my_id, "mean pk length", &mean_pk_len);

133  /* set up corresponding distribution */
134      len_dist_ptr = op_dist_load ("constant", mean_pk_len, 0.0);
135
136  /* designate the time of first arrival */
137      fddi_gen_schedule ();

138  /* set up an interface control information (ICI) structure */
139  /* to communicate parameters to the mac layer process */
140  /* (it is more efficient to set one up now and keep it */
141  /* as a state variable than to allocate one on each packet xfer) */
142      mac_iciptr = op_ici_create ("fddi_mac_req");
143      }
144      }

145  /** blocking after enter executives of unforced state. **/
146      FSM_EXIT (1,fddi_gen_mult)

147  /** state (INIT) exit executives **/
148      FSM_STATE_EXIT_UNFORCED (0, state0_exit_exec, "INIT")
149      {
150      }

151  /** state (INIT) transition processing **/
152      FSM_TRANSIT_FORCE (1, statel_enter_exec, ;)
153  /*-----*/

```

```

154  /** state (ARRIVAL) enter executives **/
155      FSM_STATE_ENTER_UNFORCED (1, statel_enter_exec, "ARRIVAL")
156      {
157  /* determine the length of the packet to be generated */
158      pklen = op_dist_outcome (len_dist_ptr);

159  /* 07FEB94: re-initialize the destination address array */
160  /* to zeros. -Nix */
161      for (i = 0; i < NUM_STATIONS+1; i++)
162      {
163          dest_addr[i] = 0;
164      }

165  /* determine the destination */
166  /* don't allow this station's address as a possible outcome */
167  /* gen_packet: */
168  /* dest_addr = op_dist_outcome (dest_dist_ptr); */
169  /* if (dest_addr != -1 && dest_addr == station_addr) */
170  /* goto gen_packet; */

171  /* 07FEB94: determine the destinations. -Nix */

172  /* Determine the number of stations to receive this packet */
173      num_addees = op_dist_outcome (num_addees_dist_ptr);

174  /* Find these stations, using num_addees as a counter. -Nix */
175      for (i = num_addees; i > 0; i--)
176      {
177          gen_packet:
178          nix = op_dist_outcome (dest_dist_ptr);
179          if (dest_addr[nix] == 1 || nix == station_addr)
180          {
181              goto gen_packet;
182          }
183          dest_addr[nix] = 1;
184      }

185  /* 05MAR94: because the op_pk_nfd_get() command in FR_REPEAT */
186  /* overwrites the first field with the array address, an */
187  /* offset needs to be applied so that the dest_array[0] */
188  /* contents aren't lost; that is, one field more than the */
189  /* number of stations is included to allow a one-step shift */
190  /* that will preserve the address array. In fddi_mac, all */
191  /* references to dest_addr must allow for this shift. -Nix */
192      for (i=NUM_STATIONS; i>0; i--)
193          dest_addr[i] = dest_addr[i-1];
194

195  /* 26DEC94 & 29JAN94: determine its priority */
196      pkt_prio = op_dist_outcome (pkt_priority_ptr);

```

```

197  /* create a packet to send to mac */
198      pkptr = op_pk_create_fmt ("fddi_llc_fr");

199  /* assign its overall size. */
200      op_pk_total_size_set (pkptr, pklen);

201  /* assign the time of creation */
202      op_pk_nfd_set (pkptr, "cr_time", op_sim_time ());

203  /* place the destination address into the ICI */
204  /* (the protocol_type field will default) */

205  /* 15MAR94: note that dest_addr now serves as a */
206  /* pointer to an array in memory, as it is the */
207  /* name of an array of what will be 0s and 1s. -Nix */
208      op_ici_attr_set (mac_iciptr, "dest_addr", dest_addr);

209  /* assign the priority, and requested token class */
210  /* also assign the service class */

211  /* 29JAN94: the fddi_llc_fr format is modified */
212  /* to include a "pri" field. -Nix */

213      if (op_dist_uniform (1.0) <= async_mix)
214      {
215          op_pk_nfd_set (pkptr, "pri", pkt_prio); /* 29JAN94 */
216          op_ici_attr_set (mac_iciptr, "svc_class", FDDI_SVC_ASYNC);
217          op_ici_attr_set (mac_iciptr, "pri", pkt_prio); /* 29JAN94
218  */
219      }
220      else{
221          op_pk_nfd_set (pkptr, "pri", 8); /* 29JAN94 */
222          op_ici_attr_set (mac_iciptr, "svc_class", FDDI_SVC_SYNC);
223          op_ici_attr_set (mac_iciptr, "pri", 8); /* 29JAN94 */
224      }

225  /* Request only nonrestricted tokens after transmission */
226      op_ici_attr_set (mac_iciptr, "tk_class",
227  FDDI_TK_NONRESTRICTED);

228  /* send the packet coupled with the ICI */
229      op_ici_install (mac_iciptr);
230      op_pk_send (pkptr, MAC_LAYER_OUT_STREAM);

231  /* ***** */
232  /* 17MAR94: count and report the running total number */
233  /* of packets generated. -Nix */
234  /* ***** */
235  /* genARRIVAL ++; */
236  /* printf("Packets generated: %d\n", genARRIVAL); */

```

```

237 /* schedule the next arrival */
238     fddi_gen_schedule ();

239 /* ***** */
240 /* 18FEB94: print out the address, and the contents. */
241 /* for (i=0; i<NUM_STATIONS+1; i++) */
242 /* printf("ARRIVAL: %d. address: %X; contents: %d\n", */
243 /* i, &(dest_addr[i]), dest_addr[i]); */
244 /* ***** */
245     }

246 /** blocking after enter executives of unforced state. **/
247     FSM_EXIT (3,fddi_gen_mult)

248 /** state (ARRIVAL) exit executives **/
249     FSM_STATE_EXIT_UNFORCED (1, statel_exit_exec. "ARRIVAL")
250     {
251     }

252 /** state (ARRIVAL) transition processing **/
253     FSM_TRANSIT_FORCE (1, statel_enter_exec. ;)
254 /*-----*/
255     }

256     FSM_EXIT (0,fddi_gen_mult)
257     }

258 void
259 fddi_gen_mult_svar (prs_ptr,var_name,var_p_ptr)
260     fddi_gen_mult_state *prs_ptr;
261     char *var_name, **var_p_ptr;
262     {

263     FIN (fddi_gen_mult_svar (prs_ptr))

264     *var_p_ptr = VOS_NIL;
265     if (Vos_String_Equal ("inter_dist_ptr", var_name)) *var_p_ptr =
266         (char*) (&prs_ptr->sv_inter_dist_ptr);
267     if (Vos_String_Equal ("len_dist_ptr", var_name)) *var_p_ptr =
268         (char*) (&prs_ptr->sv_len_dist_ptr);
269     if (Vos_String_Equal ("dest_dist_ptr", var_name)) *var_p_ptr =
270         (char*) (&prs_ptr->sv_dest_dist_ptr);
271     if (Vos_String_Equal ("pkt_priority_ptr", var_name)) *var_p_ptr =
272         (char*) (&prs_ptr->sv_pkt_priority_ptr);
273     if (Vos_String_Equal ("mac_objid", var_name)) *var_p_ptr = (char*)
274         (&prs_ptr->sv_mac_objid);
275     if (Vos_String_Equal ("my_id", var_name)) *var_p_ptr = (char*)
276         (&prs_ptr->sv_my_id);
277     if (Vos_String_Equal ("low_dest_addr", var_name)) *var_p_ptr =
278         (char*) (&prs_ptr->sv_low_dest_addr);

```

```

279     if (Vos_String_Equal ("high_dest_addr" , var_name)) *var_p_ptr =
280         (char*) (&prs_ptr->sv_high_dest_addr);
281     if (Vos_String_Equal ("station_addr" , var_name)) *var_p_ptr =
282         (char*) (&prs_ptr->sv_station_addr);
283     if (Vos_String_Equal ("low_pkt_priority" , var_name)) *var_p_ptr =
284         (char*) (&prs_ptr->sv_low_pkt_priority);
285     if (Vos_String_Equal ("high_pkt_priority" , var_name)) *var_p_ptr
286         = (char*) (&prs_ptr->sv_high_pkt_priority);
287     if (Vos_String_Equal ("arrival_rate" , var_name)) *var_p_ptr =
288         (char*) (&prs_ptr->sv_arrival_rate);
289     if (Vos_String_Equal ("mean_pk_len" , var_name)) *var_p_ptr = (char*)
290         (&prs_ptr->sv_mean_pk_len);
291     if (Vos_String_Equal ("async_mix" , var_name)) *var_p_ptr = (char*)
292         (&prs_ptr->sv_async_mix);
293     if (Vos_String_Equal ("mac_iciptr" , var_name)) *var_p_ptr = (char*)
294         (&prs_ptr->sv_mac_iciptr);
295     if (Vos_String_Equal ("num_addees_dist_ptr" , var_name)) *var_p_ptr =
296         (char*) (&prs_ptr->sv_num_addees_dist_ptr);
297     if (Vos_String_Equal ("num_addees" , var_name)) *var_p_ptr = (char*)
298         (&prs_ptr->sv_num_addees);
299     if (Vos_String_Equal ("min_num_addees" , var_name)) *var_p_ptr =
300         (char*) (&prs_ptr->sv_min_num_addees);
301     if (Vos_String_Equal ("max_num_addees" , var_name)) *var_p_ptr =
302         (char*) (&prs_ptr->sv_max_num_addees);
303     if (Vos_String_Equal ("dest_addr" , var_name)) *var_p_ptr = (char*)
304         (prs_ptr->sv_dest_addr);
305     FOUT;
306 }

307 void
308 fddi_gen_mult_diag ()
309 {
310     Packet      *pkptr;
311     int          pklen;
312     int          *da_ptr;

313     int          i, restricted;
314     int          pkt_prio;
315     int          nix;

316     FIN (fddi_gen_mult_diag ())

317     FOUT;
318 }

319 void
320 fddi_gen_mult_terminate ()
321 {
322     Packet      *pkptr;
323     int          pklen;

```

```

324     int          *da_ptr;

325     int          i, restricted;
326     int          pkt_prio;
327     int          nix;

328     FIN (fddi_gen_mult_terminate ())

329     FOUT;
330 }

331 Compcode
332 fddi_gen_mult_init (pr_state_pptr)
333     fddi_gen_mult_state      **pr_state_pptr;
334 {
335     static VosT_Cm_Obtype    obtype = OPC_NIL;

336     FIN (fddi_gen_mult_init (pr_state_pptr))

337     if (obtype == OPC_NIL)
338     {
339         if (Vos_Catmem_Register ("proc state vars (fddi_gen_mult)",
340             sizeof (fddi_gen_mult_state), Vos_Nop, &obtype) ==
341             VOSC_FAILURE)
342             FRET (OPC_COMPCODE_FAILURE)
343     }

344     if ((*pr_state_pptr = (fddi_gen_mult_state*) Vos_Catmem_Alloc
345         (obtype, 1)) == OPC_NIL)
346         FRET (OPC_COMPCODE_FAILURE)
347     else
348     {
349         (*pr_state_pptr)->current_block = 0;
350         FRET (OPC_COMPCODE_SUCCESS)
351     }
352 }

353 /* static added 2DEC93, on advice from MIL 3, Inc. */
354 static
355 fddi_gen_schedule ()
356 {
357     double          inter_time;

358     /* obtain an interarrival period according to the */
359     /* prescribed distribution */
360     inter_time = op_dist_outcome (inter_dist_ptr);

361     /* schedule the arrival of next generated packet */
362     op_intrpt_schedule_self (op_sim_time () + inter_time, 0);
363 }

```



## APPENDIX G. SINK "C" CODE:

### "fddi\_sink\_mult.pr.c"

The line numbering in this appendix is used for reference within this thesis only, and does not correspond with that seen in OPNET<sup>®</sup>'s text editors.

```
1  /* Process model C form file: fddi_sink_mult.pr.c */
2  /* Portions of this file Copyright (C) MIL 3, Inc. 1992 */

3  /* OPNET system definitions */
4  #include <opnet.h>
5  #include "fddi_sink_mult.pr.h"
6  FSM_EXT_DECS

7  /* Header block */
8  /* Globals */
9  /* array format installed 20JAN94; positions 0-7 represent the asynch
10     priority levels, PRIORITIES + 1 */
11  /* represents synch traffic, and grand totals are as given in the
12     original. */
13

14  #define PRIORITIES 8 /* 20JAN94 */
15  double      fddi_sink_accum_delay = 0.0;
16  double      fddi_sink_accum_delay_a[PRIORITIES + 1] = {0.0, 0.0, 0.0,
17     0.0, 0.0, 0.0, 0.0, 0.0, 0.0};
18  int         fddi_sink_total_pkts = 0;
19  int         fddi_sink_total_pkts_a[PRIORITIES + 1] = {0, 0, 0, 0, 0, 0, 0,
20     0, 0};
21  double      fddi_sink_total_bits = 0.0;
22  double      fddi_sink_total_bits_a[PRIORITIES + 1] = {0.0, 0.0, 0.0,
23     0.0, 0.0, 0.0, 0.0, 0.0, 0.0};
24  double      fddi_sink_peak_delay = 0.0;
25  double      fddi_sink_peak_delay_a[PRIORITIES + 2] = {0.0, 0.0, 0.0,
26     0.0, 0.0, 0.0, 0.0, 0.0, 0.0};
27  int         fddi_sink_scalar_write = 0;
28  int         pri_set = 20; /* 20JAN94 */

29  /* Externally defined globals. */
30  extern double fddi_t_opr [];
```

```

31  /* Attributes fromEnvironment file. */
32  double   Offered_Load; /* 12JAN94 */
33  double   Asynch_Offered_Load; /* 12JAN94 */

34  /* transition expressions */
35  #define END_OF_SIM   op_intrpt_type() == OPC_INTRPT_ENDSIM

36  /* State variable definitions */
37  typedef struct
38  {
39      FSM_SYS_STATE
40      Gshandle      sv_thru_gshandle;
41      Gshandle      sv_m_delay_gshandle;
42      Gshandle      sv_ete_delay_gshandle;
43      Gshandle      sv_thru_gshandle_a[10];
44      Gshandle      sv_m_delay_gshandle_a[10];
45      Gshandle      sv_ete_delay_gshandle_a[9];
46  } fddi_sink_mult_state;

47  #define pr_state_ptr      ((fddi_sink_mult_state*)
48      SimI_Mod_State_Ptr)
49  #define thru_gshandle      pr_state_ptr->sv_thru_gshandle
50  #define m_delay_gshandle      pr_state_ptr->sv_m_delay_gshandle
51  #define ete_delay_gshandle      pr_state_ptr->sv_ete_delay_gshandle
52  #define thru_gshandle_a      pr_state_ptr->sv_thru_gshandle_a
53  #define m_delay_gshandle_a      pr_state_ptr->sv_m_delay_gshandle_a
54  #define ete_delay_gshandle_a      pr_state_ptr->sv_ete_delay_gshandle_a

55  /* Process model interrupt handling procedure */

56  void
57  fddi_sink_mult ()
58  {
59      double      delay, creat_time;
60      Packet*      pkptr;
61      int          src_addr, my_addr;
62      Ici*          from_mac_ici_ptr;
63      double      fddi_sink_ttrt;

64      FSM_ENTER (fddi_sink_mult)

65      FSM_BLOCK_SWITCH
66      {
67          /*-----*/
68          /** state (DISCARD) enter executives **/
69          FSM_STATE_ENTER_UNFORCED (0, state0_enter_exec, "DISCARD")
70          {
71              /* get the packet and the interface control info */
72              pkptr = op_pk_get (op_intrpt_strm ());
73              from_mac_ici_ptr = op_intrpt_ici ();

```

```

74  /* 20JAN94: get the packet's priority level, which */
75  /* will be used to index arrays of thruput and delay */
76  /* computations. */
77  /* pri_set = op_pk_priority_get (pkptr); doesn't work here */
78  /* op_pk_nfd_get (pkptr, "pri", &pri_set);/* 29JAN94 */

79  /* add in its size */
80  fddi_sink_total_bits += op_pk_total_size_get (pkptr);
81  fddi_sink_total_bits_a[pri_set] += op_pk_total_size_get
82  (pkptr); /* 20JAN94 */

83  /* determine the time of creation of the packet */
84  op_pk_nfd_get (pkptr, "cr_time", &creat_time);

85  /* accumulate delays */
86  delay = op_sim_time () - creat_time;
87  fddi_sink_accum_delay += delay;
88  fddi_sink_accum_delay_a[pri_set] += delay; /* 20JAN94 */

89  /* keep track of peak delay value */
90  if (delay > fddi_sink_peak_delay)
91  fddi_sink_peak_delay = delay;

92  /* 20JAN94: keep track by priority levels as well 23JAN94 */
93  if (delay > fddi_sink_peak_delay_a[pri_set])
94  fddi_sink_peak_delay_a[pri_set] = delay;

95  /* ***** */
96  /* printf("DISCARD: pri_set is %d\n", pri_set); */
97  /* ***** */

98  /* destroy the packet */
99  op_pk_destroy (pkptr);

100 /* 03FEB94: To convert this to the "fddi_sink_link" */
101 /* model, deactivate the 'destroy' code, and activate */
102 /* the following 'enqueue' code. This is a first */
103 /* step toward developing a LAN bridging structure. */
104 /* -Nix */
105 /* op_subq_pk_insert (pri_set, pkptr, OPC_QPOS_TAIL); */

106 /* increment packet counter; 20JAN94 */
107 fddi_sink_total_pkts++;
108 fddi_sink_total_pkts_a[pri_set]++;

109 /* if a multiple of 25 packets is reached, update stats */
110 /* 03FEB94: [0]->[7] represent asynch priorities 1->8, */
111 /* respectively; [8] represents synchronous traffic, */
112 /* and [9] represents overall asynchronous traffic.-Nix */
113 if (fddi_sink_total_pkts % 1 == 0)

```

```

114         {
115             op_stat_global_write (thru_gshandle, fddi_sink_total_bits /
116                 op_sim_time ());
117             op_stat_global_write (thru_gshandle_a[0],
118                 fddi_sink_total_bits_a[0] / op_sim_time());
119             op_stat_global_write (thru_gshandle_a[1],
120                 fddi_sink_total_bits_a[1] / op_sim_time());
121             op_stat_global_write (thru_gshandle_a[2],
122                 fddi_sink_total_bits_a[2] / op_sim_time());
123             op_stat_global_write
124                 (thru_gshandle_a[3], fddi_sink_total_bits_a[3] /
125                 op_sim_time());
126             op_stat_global_write (thru_gshandle_a[4],
127                 fddi_sink_total_bits_a[4] / op_sim_time());
128             op_stat_global_write (thru_gshandle_a[5],
129                 fddi_sink_total_bits_a[5] / op_sim_time());
130             op_stat_global_write (thru_gshandle_a[6],
131                 fddi_sink_total_bits_a[6] / op_sim_time());
132             op_stat_global_write (thru_gshandle_a[7],
133                 fddi_sink_total_bits_a[7] / op_sim_time());
134             op_stat_global_write (thru_gshandle_a[8],
135                 fddi_sink_total_bits_a[8] / op_sim_time());

136         /* 30JAN94: gather all asynch stats into one overall figure */
137         op_stat_global_write (thru_gshandle_a[9],
138             (fddi_sink_total_bits_a[0] + fddi_sink_total_bits_a[1] +
139             fddi_sink_total_bits_a[2] + fddi_sink_total_bits_a[3] +
140             fddi_sink_total_bits_a[4] + fddi_sink_total_bits_a[5] +
141             fddi_sink_total_bits_a[6] + fddi_sink_total_bits_a[7]) /
142             op_sim_time());
143
144         /* (fddi_sink_total_bits - fddi_sink_total_bits_a[8]) / */
145         /* op_sim_time()); */

146         op_stat_global_write (m_delay_gshandle, fddi_sink_accum_delay
147             / fddi_sink_total_pkts);
148         op_stat_global_write (m_delay_gshandle_a[0],
149             fddi_sink_accum_delay_a[0] / fddi_sink_total_pkts_a[0]);
150         op_stat_global_write (m_delay_gshandle_a[1],
151             fddi_sink_accum_delay_a[1] / fddi_sink_total_pkts_a[1]);
152         op_stat_global_write (m_delay_gshandle_a[2],
153             fddi_sink_accum_delay_a[2] / fddi_sink_total_pkts_a[2]);
154         op_stat_global_write (m_delay_gshandle_a[3],
155             fddi_sink_accum_delay_a[3] / fddi_sink_total_pkts_a[3]);
156         op_stat_global_write (m_delay_gshandle_a[4],
157             fddi_sink_accum_delay_a[4] / fddi_sink_total_pkts_a[4]);
158         op_stat_global_write (m_delay_gshandle_a[5],
159             fddi_sink_accum_delay_a[5] / fddi_sink_total_pkts_a[5]);
160         op_stat_global_write (m_delay_gshandle_a[6],
161             fddi_sink_accum_delay_a[6] / fddi_sink_total_pkts_a[6]);

```

```

162         op_stat_global_write (m_delay_gshandle_a[7],
163             fddi_sink_accum_delay_a[7] / fddi_sink_total_pkts_a[7]);
164         op_stat_global_write (m_delay_gshandle_a[8],
165             fddi_sink_accum_delay_a[8] / fddi_sink_total_pkts_a[8]);

166     /* 30JAN94: gather all asynch stats into one figure */
167     op_stat_global_write (m_delay_gshandle_a[9],
168         (fddi_sink_accum_delay_a[0] + fddi_sink_accum_delay_a[1] +
169         fddi_sink_accum_delay_a[2] + fddi_sink_accum_delay_a[3] +
170         fddi_sink_accum_delay_a[4] + fddi_sink_accum_delay_a[5] +
171         fddi_sink_accum_delay_a[6] + fddi_sink_accum_delay_a[7]) /
172         (fddi_sink_total_pkts_a[0] + fddi_sink_total_pkts_a[1] +
173         fddi_sink_total_pkts_a[2] + fddi_sink_total_pkts_a[3] +
174         fddi_sink_total_pkts_a[4] + fddi_sink_total_pkts_a[5] +
175         fddi_sink_total_pkts_a[6] + fddi_sink_total_pkts_a[7]));
176
177     /* (fddi_sink_accum_delay - fddi_sink_accum_delay_a[8]) / */
178     /* (fddi_sink_total_pkts - fddi_sink_total_pkts_a[8])); */
179     }

180     /* also record actual delay values */
181     op_stat_global_write (ete_delay_gshandle, delay);
182     op_stat_global_write (ete_delay_gshandle_a[pri_set], delay);

183     }

184     /** blocking after enter executives of unforced state. **/
185     FSM_EXIT (1, fddi_sink_mult)

186     /** state (DISCARD) exit executives **/
187     FSM_STATE_EXIT_UNFORCED (0, state0_exit_exec, "DISCARD")
188     {
189     }

190     /** state (DISCARD) transition processing **/
191     FSM_INIT_COND (END_OF_SIM)
192     FSM_DFLT_COND
193     FSM_TEST_LOGIC ("DISCARD")

194     FSM_TRANSIT_SWITCH
195     {
196         FSM_CASE_TRANSIT (0, 1, statel_enter_exec, :)
197         FSM_CASE_TRANSIT (1, 0, state0_enter_exec, :)
198     }
199     /*-----*/

200     /** state (STATS) enter executives **/
201     FSM_STATE_ENTER_UNFORCED (1, statel_enter_exec, "STATS")
202     {

```

```

203  /* At end of simulation, scalar performance statistics */
204  /* and input parameters are written out. */

205  /* Only one station needs to do this */
206      if (!fddi_sink_scalar_write)
207      {
208          /* set the scalar write flag */
209          fddi_sink_scalar_write = 1;
210          op_stat_scalar_write ("Mean End-to-End Delay (sec.),
211                               Priority 1", fddi_sink_accum_delay_a[0] /
212                               fddi_sink_total_pkts_a[0]);
213          op_stat_scalar_write ("Mean End-to-End Delay (sec.),
214                               Priority 2", fddi_sink_accum_delay_a[1] /
215                               fddi_sink_total_pkts_a[1]);
216          op_stat_scalar_write ("Mean End-to-End Delay (sec.),
217                               Priority 3", fddi_sink_accum_delay_a[2] /
218                               fddi_sink_total_pkts_a[2]);
219          op_stat_scalar_write ("Mean End-to-End Delay (sec.),
220                               Priority 4", fddi_sink_accum_delay_a[3] /
221                               fddi_sink_total_pkts_a[3]);
222          op_stat_scalar_write ("Mean End-to-End Delay (sec.),
223                               Priority 5", fddi_sink_accum_delay_a[4] /
224                               fddi_sink_total_pkts_a[4]);
225          op_stat_scalar_write ("Mean End-to-End Delay (sec.),
226                               Priority 6", fddi_sink_accum_delay_a[5] /
227                               fddi_sink_total_pkts_a[5]);
228          op_stat_scalar_write ("Mean End-to-End Delay (sec.),
229                               Priority 7", fddi_sink_accum_delay_a[6] /
230                               fddi_sink_total_pkts_a[6]);
231          op_stat_scalar_write ("Mean End-to-End Delay (sec.),
232                               Priority 8", fddi_sink_accum_delay_a[7] /
233                               fddi_sink_total_pkts_a[7]);
234          op_stat_scalar_write ("Mean End-to-End Delay (sec.),
235                               Asynchronous", (fddi_sink_accum_delay -
236                               fddi_sink_accum_delay_a[8]) / (fddi_sink_total_pkts -
237                               fddi_sink_total_pkts_a[8]));

238          /* (fddi_sink_accum_delay_a[0] + fddi_sink_accum_delay_a[1] + */
239          /* fddi_sink_accum_delay_a[2] + fddi_sink_accum_delay_a[3] + */
240          /* fddi_sink_accum_delay_a[4] + fddi_sink_accum_delay_a[5] + */
241          /* fddi_sink_accum_delay_a[6] + fddi_sink_accum_delay_a[7]) / */
242          /* (fddi_sink_total_pkts_a[0] + fddi_sink_total_pkts_a[1] + */
243          /* fddi_sink_total_pkts_a[2] + fddi_sink_total_pkts_a[3] + */
244          /* fddi_sink_total_pkts_a[4] + fddi_sink_total_pkts_a[5] + */
245          /* fddi_sink_total_pkts_a[6] + fddi_sink_total_pkts_a[7])): */

246          op_stat_scalar_write ("Mean End-to-End Delay (sec.),
247                               Synchronous", fddi_sink_accum_delay_a[8] /
248                               fddi_sink_total_pkts_a[8]);

```

```

249      op_stat_scalar_write ("Mean End-to-End Delay (sec.), Total",
250      fddi_sink_accum_delay / fddi_sink_total_pkts);
251      op_stat_scalar_write ("Throughput (bps), Priority 1",
252      fddi_sink_total_bits_a[0] / op_sim_time ());
253      op_stat_scalar_write ("Throughput (bps), Priority 2",
254      fddi_sink_total_bits_a[1] / op_sim_time ());
255      op_stat_scalar_write ("Throughput (bps), Priority 3",
256      fddi_sink_total_bits_a[2] / op_sim_time ());
257      op_stat_scalar_write ("Throughput (bps), Priority 4",
258      fddi_sink_total_bits_a[3] / op_sim_time ());
259      op_stat_scalar_write ("Throughput (bps), Priority 5",
260      fddi_sink_total_bits_a[4] / op_sim_time ());

261      op_stat_scalar_write ("Throughput (bps), Priority 6",
262      fddi_sink_total_bits_a[5] / op_sim_time ());
263      op_stat_scalar_write ("Throughput (bps), Priority 7",
264      fddi_sink_total_bits_a[6] / op_sim_time ());
265      op_stat_scalar_write ("Throughput (bps), Priority 8",
266      fddi_sink_total_bits_a[7] / op_sim_time ());
267      op_stat_scalar_write ("Throughput (bps), Asynchronous",
268      (fddi_sink_total_bits - fddi_sink_total_bits_a[8]) /
269      op_sim_time ());

270      /* (fddi_sink_total_bits_a[0] + fddi_sink_total_bits_a[1] + */
271      /* fddi_sink_total_bits_a[2] + fddi_sink_total_bits_a[3] + */
272      /* fddi_sink_total_bits_a[4] + fddi_sink_total_bits_a[5] + */
273      /* fddi_sink_total_bits_a[6] + fddi_sink_total_bits_a[7]) / */
274      /* op_sim_time ()); */

275      op_stat_scalar_write ("Throughput (bps), Synchronous",
276      fddi_sink_total_bits_a[8] / op_sim_time ());
277      op_stat_scalar_write ("Throughput (bps), Total",
278      fddi_sink_total_bits / op_sim_time ());
279      op_stat_scalar_write ("Peak End-to-End Delay (sec.), Priority
280      1", fddi_sink_peak_delay_a[0]);
281      op_stat_scalar_write ("Peak End-to-End Delay (sec.), Priority
282      2", fddi_sink_peak_delay_a[1]);
283      op_stat_scalar_write ("Peak End-to-End Delay (sec.), Priority
284      3", fddi_sink_peak_delay_a[2]);
285      op_stat_scalar_write ("Peak End-to-End Delay (sec.), Priority
286      4", fddi_sink_peak_delay_a[3]);
287      op_stat_scalar_write ("Peak End-to-End Delay (sec.), Priority
288      5", fddi_sink_peak_delay_a[4]);
289      op_stat_scalar_write ("Peak End-to-End Delay (sec.), Priority
290      6", fddi_sink_peak_delay_a[5]);
291      op_stat_scalar_write ("Peak End-to-End Delay (sec.), Priority
292      7", fddi_sink_peak_delay_a[6]);
293      op_stat_scalar_write ("Peak End-to-End Delay (sec.), Priority
294      8", fddi_sink_peak_delay_a[7]);

```

```

295         op_stat_scalar_write ("Peak End-to-End Delay (sec.),
296         Synchronous", fddi_sink_peak_delay_a[8]);
297         op_stat_scalar_write ("Peak End-to-End Delay (sec.), Overall",
298         fddi_sink_peak_delay);

299     /* Write the TTRT value for ring 0. This preserves */
300     /* the old behavior for single-ring simulations. */
301         op_stat_scalar_write ("TTRT (sec.) - Ring 0",fddi_t_opr
302     [0]);

303     /* 12JAN94: obtain offered load information from the Environment */
304     /* file; this will be used to provide abscissa information that */
305     /* can be plotted in the Analysis Editor (see "fddi_sink" STATS */
306     /* state. To the user: it's your job to keep these current in */
307     /* the Environment File. -Nix */
308         op_ima_sim_attr_get (OPC_IMA_DOUBLE, "total_offered_load",
309         &Offered_Load);
310         op_ima_sim_attr_get (OPC_IMA_DOUBLE, "asynch_offered_load",
311         &Asynch_Offered_Load);
312

313         /* 12JAN94: write the total offered load for this run */
314         op_stat_scalar_write ("Total Offered Load
315 (Mbps)",Offered_Load);
316         op_stat_scalar_write ("Asynchronous Offered Load (Mbps)",
317         Asynch_Offered_Load);
318     }
319 }

320 /** blocking after enter executives of unforced state. **/
321     FSM_EXIT (3,fddi_sink_mult)

322 /** state (STATS) exit executives **/
323     FSM_STATE_EXIT_UNFORCED (1, statel_exit_exec, "STATS")
324     {
325     }

326 /** state (STATS) transition processing **/
327     FSM_TRANSIT_MISSING ("STATS")
328     /*-----*/

329 /** state (INIT) enter executives **/
330     FSM_STATE_ENTER_FORCED (2, state2_enter_exec, "INIT")
331     {
332     /* get the gshandles of the global statistic to be obtained */
333     /* 20JAN94: set array format */
334
335         thru_gshandle_a[0] = op_stat_global_reg ("pri 1 throughput
336         (bps)");

```



```

337 thru_gshandle_a[1] = op_stat_global_reg ("pri 2 throughput
338 (bps)");
339 thru_gshandle_a[2] = op_stat_global_reg ("pri 3 throughput
340 (bps)");
341 thru_gshandle_a[3] = op_stat_global_reg ("pri 4 throughput
342 (bps)");
343 thru_gshandle_a[4] = op_stat_global_reg ("pri 5 throughput
344 (bps)");
345 thru_gshandle_a[5] = op_stat_global_reg ("pri 6 throughput
346 (bps)");
347 thru_gshandle_a[6] = op_stat_global_reg ("pri 7 throughput
348 (bps)");
349 thru_gshandle_a[7] = op_stat_global_reg ("pri 8 throughput
350 (bps)");
351 thru_gshandle_a[8] = op_stat_global_reg ("synch throughput
352 (bps)");
353 thru_gshandle_a[9] = op_stat_global_reg ("async throughput
354 (bps)");
355 thru_gshandle = op_stat_global_reg ("total throughput (bps)");
356 m_delay_gshandle_a[0] = op_stat_global_reg ("pri 1 mean delay
357 (sec.)");
358 m_delay_gshandle_a[1] = op_stat_global_reg ("pri 2 mean delay
359 (sec.)");
360 m_delay_gshandle_a[2] = op_stat_global_reg ("pri 3 mean delay
361 (sec.)");
362 m_delay_gshandle_a[3] = op_stat_global_reg ("pri 4 mean delay
363 (sec.)");
364 m_delay_gshandle_a[4] = op_stat_global_reg ("pri 5 mean delay
365 (sec.)");
366 m_delay_gshandle_a[5] = op_stat_global_reg ("pri 6 mean delay
367 (sec.)");
368 m_delay_gshandle_a[6] = op_stat_global_reg ("pri 7 mean delay
369 (sec.)");
370 m_delay_gshandle_a[7] = op_stat_global_reg ("pri 8 mean delay
371 (sec.)");
372 m_delay_gshandle_a[8] = op_stat_global_reg ("synch mean delay
373 (sec.)");
374 m_delay_gshandle_a[9] = op_stat_global_reg ("async mean delay
375 (sec.)");
376 m_delay_gshandle = op_stat_global_reg ("total mean delay
377 (sec.)");
378 ete_delay_gshandle_a[0] = op_stat_global_reg ("pri 1 end-to-end
379 delay (sec.)");
380 ete_delay_gshandle_a[1] = op_stat_global_reg ("pri 2 end-to-end
381 delay (sec.)");
382 ete_delay_gshandle_a[2] = op_stat_global_reg ("pri 3 end-to-end
383 delay (sec.)");
384 ete_delay_gshandle_a[3] = op_stat_global_reg ("pri 4 end-to-end
385 delay (sec.)");

```

```

386     ete_delay_gshandle_a[4] = op_stat_global_reg ("pri 5 end-to-end
387         delay (sec.)");
388     ete_delay_gshandle_a[5] = op_stat_global_reg ("pri 6 end-to-end
389         delay (sec.)");
390     ete_delay_gshandle_a[6] = op_stat_global_reg ("pri 7 end-to-end
391         delay (sec.)");
392     ete_delay_gshandle_a[7] = op_stat_global_reg ("pri 8 end-to-end
393         delay (sec.)");
394     ete_delay_gshandle_a[8] = op_stat_global_reg ("synch end-to-end
395         delay (sec.)");
396     ete_delay_gshandle = op_stat_global_reg ("total end-to-end
397         delay (sec.)");
398 }

399 /** state (INIT) exit executives **/
400     FSM_STATE_EXIT_FORCED (2, state2_exit_exec, "INIT")
401     {
402     }

403 /** state (INIT) transition processing **/
404     FSM_INIT_COND (END_OF_SIM)
405     FSM_DFLT_COND
406     FSM_TEST_LOGIC ("INIT")

407     FSM_TRANSIT_SWITCH
408     {
409         FSM_CASE_TRANSIT (0, 1, statel_enter_exec, ;)
410         FSM_CASE_TRANSIT (1, 0, state0_enter_exec, ;)
411     }
412 /*-----*/
413 }

414     FSM_EXIT (2, fddi_sink_mult)
415 }

416 void
417 fddi_sink_mult_svar (prs_ptr, var_name, var_p_ptr)
418     fddi_sink_mult_state *prs_ptr;
419     char *var_name, **var_p_ptr;
420     {

421     FIN (fddi_sink_mult_svar (prs_ptr))

422     *var_p_ptr = VOS_NIL;
423     if (Vos_String_Equal ("thru_gshandle", var_name))
424         *var_p_ptr = (char *) (&prs_ptr->sv_thru_gshandle);
425     if (Vos_String_Equal ("m_delay_gshandle", var_name))
426         *var_p_ptr = (char *) (&prs_ptr->sv_m_delay_gshandle);
427     if (Vos_String_Equal ("ete_delay_gshandle", var_name))
428         *var_p_ptr = (char *) (&prs_ptr->sv_ete_delay_gshandle);

```

```

429     if (Vos_String_Equal ("thru_gshandle_a" , var_name))
430         *var_p_ptr = (char *) (prs_ptr->sv_thru_gshandle_a);
431     if (Vos_String_Equal ("m_delay_gshandle_a" , var_name))
432         *var_p_ptr = (char *) (prs_ptr->sv_m_delay_gshandle_a);
433     if (Vos_String_Equal ("ete_delay_gshandle_a" , var_name))
434         *var_p_ptr = (char *) (prs_ptr->sv_ete_delay_gshandle_a);
435     FOUT;
436 }

437 void
438 fddi_sink_mult_diag ()
439 {
440     double          delay, creat_time;
441     Packet*         pkptr;
442     int              src_addr, my_addr;
443     Ici*             from_mac_ici_ptr;
444     double           fddi_sink_ttrt;

445     FIN (fddi_sink_mult_diag ())
446     FOUT;
447 }

448 void
449 fddi_sink_mult_terminate ()
450 {
451     double          delay, creat_time;
452     Packet*         pkptr;
453     int              src_addr, my_addr;
454     Ici*             from_mac_ici_ptr;
455     double           fddi_sink_ttrt;

456     FIN (fddi_sink_mult_terminate ())
457     FOUT;
458 }

459 Compcode
460 fddi_sink_mult_init (pr_state_pptr)
461     fddi_sink_mult_state      **pr_state_pptr;
462 {
463     static VosT_Cm_Obtype      obtype = OPC_NIL;

464     FIN (fddi_sink_mult_init (pr_state_pptr))

465     if (obtype == OPC_NIL)
466     {
467         if (Vos_Catmem_Register ("proc state vars (fddi_sink_mult)",
468             sizeof (fddi_sink_mult_state), Vos_Nop, &obtype) ==
469             VOSC_FAILURE)
470             FRET (OPC_COMPCODE_FAILURE)
471     }

```

```
472     if ((*pr_state_pptr = (fddi_sink_mult_state*) Vos_Catmem_Alloc
473         (obtype, 1)) == OPC_NIL)
474         FRET (OPC_COMPCODE_FAILURE)
475     else
476     {
477         (*pr_state_pptr)->current_block = 4;
478         FRET (OPC_COMPCODE_SUCCESS)
479     }
480 }
```

## APPENDIX H. ENVIRONMENT FILE FOR 50-STATION MULTICAST CAPABLE FDDI LAN

```
# fddi50mult.ef
# sample simulation configuration file for fddi example model
# 50 station network with multiple addressing capability

#*** Attributes related to loading used by "fddi_gen" ***

# station addresses
*.f0.mac.station_address: 0
*.f1.mac.station_address: 1
*.f2.mac.station_address: 2
*.f3.mac.station_address: 3
*.f4.mac.station_address: 4
*.f5.mac.station_address: 5
*.f6.mac.station_address: 6
*.f7.mac.station_address: 7
*.f8.mac.station_address: 8
*.f9.mac.station_address: 9
*.f10.mac.station_address: 10
*.f11.mac.station_address: 11
*.f12.mac.station_address: 12
*.f13.mac.station_address: 13
*.f14.mac.station_address: 14
*.f15.mac.station_address: 15
*.f16.mac.station_address: 16
*.f17.mac.station_address: 17
*.f18.mac.station_address: 18
*.f19.mac.station_address: 19
*.f20.mac.station_address: 20
*.f21.mac.station_address: 21
*.f22.mac.station_address: 22
*.f23.mac.station_address: 23
*.f24.mac.station_address: 24
*.f25.mac.station_address: 25
*.f26.mac.station_address: 26
*.f27.mac.station_address: 27
*.f28.mac.station_address: 28
*.f29.mac.station_address: 29
*.f30.mac.station_address: 30
*.f31.mac.station_address: 31
*.f32.mac.station_address: 32
*.f33.mac.station_address: 33
```

```

*.*.f34.mac.station_address: 34
*.*.f35.mac.station_address: 35
*.*.f36.mac.station_address: 36
*.*.f37.mac.station_address: 37
*.*.f38.mac.station_address: 38
*.*.f39.mac.station_address: 39
*.*.f40.mac.station_address: 40
*.*.f41.mac.station_address: 41
*.*.f42.mac.station_address: 42
*.*.f43.mac.station_address: 43
*.*.f44.mac.station_address: 44
*.*.f45.mac.station_address: 45
*.*.f46.mac.station_address: 46
*.*.f47.mac.station_address: 47
*.*.f48.mac.station_address: 48
*.*.f49.mac.station_address: 49

```

```

*.*.*.mac.ring_id :0

```

```

# Range number of stations that may receive this packet if more
# than one is designated (model defaults are both 1)
# Note that the code does not allow the originating station to
# address a packet to itself, so max_num_addrees is less than
# the number of stations.

```

```

"*.*.llc_src.min num addrees" :      1
"*.*.llc_src.max num addrees" :      1

```

```

# destination addresses for random message generation

```

```

"*.*.llc_src.low dest address" :      0
"*.*.llc_src.high dest address" :     49

```

```

# "*.f0.llc_src.low dest address" : 0
# "*.f0.llc_src.high dest address" : 49

```

```

# range of priority values that can be assigned to packets; FDDI
# standards allow for 8 priorities of asynchronous traffic. MIL3's
# original model is modified to allow each station to generate
# multiple priorities, within a specified range. (Note that while
# research literature refers to asynchronous priorities ranging
# from 1 to 8, the corresponding numbering here is 0 to 7, in
# keeping with the C language array element numbering convention.)

```

```

"*.*.llc_src.high pkt priority" :    7
"*.*.llc_src.low pkt priority" :     0

```

```

# arrival rate(frames/sec), and message size (bits) for random
# message generation at each station on the ring.

```

```

"*.*.*.arrival rate" :                750
"*.*.*.mean pk length" :              1000

```

```

# These are the synchronus transmitters

```

```

**f0*.arrival rate" : 6000
**f0*.mean pk length" : 512
**f5*.arrival rate" : 6000
**f5*.mean pk length" : 512
**f10*.arrival rate" : 6000
**f10*.mean pk length" : 512
**f15*.arrival rate" : 6000
**f15*.mean pk length" : 512
**f20*.arrival rate" : 60000
**f20*.mean pk length" : 512
**f25*.arrival rate" : 6000
**f25*.mean pk length" : 512
**f30*.arrival rate" : 6000
**f30*.mean pk length" : 512
**f35*.arrival rate" : 6000
**f35*.mean pk length" : 512
**f40*.arrival rate" : 6000
**f40*.mean pk length" : 512
**f45*.arrival rate" : 60000
**f45*.mean pk length" : 512

```

```

# 12DEC93: total offered load is the sum of all stations'
# loads (Mbps). Compute this by hand; this value is used in
# the sink process model for generating scalar plots where
# offered load is the abscissa.

```

```

total_offered_load : 60.72
asynch_offered_load : 30.00

```

```

# set the proportion of asynchronous traffic
# a value of 1.0 indicates all asynchronous traffic
**.*.asynch_mix" : 1.0

```

```

**f0*.asynch_mix" : 0.0
**f5*.asynch_mix" : 0.0
**f10*.asynch_mix" : 0.0
**f15*.asynch_mix" : 0.0
**f20*.asynch_mix" : 0.0
**f25*.asynch_mix" : 0.0
**f30*.asynch_mix" : 0.0
**f35*.asynch_mix" : 0.0
**f40*.asynch_mix" : 0.0
**f45*.asynch_mix" : 0.0

```

```

**** Ring configuration attributes used by "fddi_mac" ****

```

```

# allocate percentage of synchronous bandwidth to each station
# this value should not exceed 1 for all stations combined; OPNET
# does not
# enforce this; 01FEB94: this must be less than 1; see equation below
**.*.mac.sync bandwidth" : 0.0

```

```

**f0.mac.sync bandwidth" : .09358
**f5.mac.sync bandwidth" : .09358
**f10.mac.sync bandwidth" : .09358
**f15.mac.sync bandwidth" : .09358
**f20.mac.sync bandwidth" : .09358
**f25.mac.sync bandwidth" : .09358
**f30.mac.sync bandwidth" : .09358
**f35.mac.sync bandwidth" : .09358
**f40.mac.sync bandwidth" : .09358
**f45.mac.sync bandwidth" : .09358

# Target Token Rotation Time (one half of maximum
# synchronous response time)
**.*.mac.T_Req" : .0107

# Index of the station which initially launches the token
"spawn station": 0

# Delay incurred by packets as they traverse a station's
# ring interface (see Powers, p. 351 for a discussion
# of this (Powers gives lusec, but 60.0e-08 agrees with
# Dykeman & Bux)
station_latency: 60.0e-08

# Propagation Delay separating stations on the ring.
prop_delay: 5.085e-06

# Simulation related attributes

# Token Acceleration Mechanism enabling flag.
# It is recommended that this mechanism be enabled for most
# situations
accelerate_token: 1

seed: 10

# Run control attributes

duration: .5
verbose_sim: TRUE
upd_int: .1
os_file: fddi50mult
ov_file: fddi50mult

# Opnet Debugger (odb) enabling attribute
# debug: TRUE

```



## APPENDIX I. CONVENTIONS

One of the purposes of this report is that it will be used both as a teaching tool and a springboard for future researchers and assessors of fiber optic network simulations implementing OPNET®. Throughout the writing of this report, the author has kept these goals in sight and the resulting narrative contains technical stylistic conventions in keeping with the projected use of this material in a teaching, reference, and research environment. These conventions, implemented in the narrative portion of this report only, are briefly described here.

All excerpted programming code fragments are isolated on their own lines within the text and highlighted by a standard `san-serif` font. Variable names, function names, and names of programming objects referred to within the text of the report are also highlighted in this manner, with a standard `san-serif` font. Messages from the computer or responses to be made to computer queries are set off in double quotes and a "bold standard `san-serif` font." Single keystrokes are highlighted in capitalized italics, (e.g. *<CTRL+S>*), while parameters are also set off in the same manner (e.g. *<number of nodes>*).

## **APPENDIX J. GLOSSARY**

<b>BONeS®</b>	<b>Block Oriented Network Simulator</b>
<b>CDL</b>	<b>Common Data Link</b>
<b>DSPO</b>	<b>Defense Support Project Office</b>
<b>Environment file</b>	<b>A command file containing descriptors and values utilized by a system to define the operating parameters. Sometimes this file is referred to as the "configuration file."</b>
<b>FDDI LAN</b>	<b>Fiber Distributed Data Interface Local Area Network</b>
<b>MAC</b>	<b>Medium Access Control</b>
<b>OPNET®</b>	<b>Optimized Network Engineering Tool</b>
<b>THT</b>	<b>Token Holding Timer</b>
<b>TRT</b>	<b>Token Rotation Timer</b>
<b>TTRT</b>	<b>Target Token Rotation Time</b>

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